

THE WALKING DEAD: THE OFFICIAL MAGAZINE #7 • Winter 2014 • Danai Gurira • Sarah Wayne Callies • Stefano Gaudiano • Jock

THE WALKING DEAD #7 ROBERT KIRKMAN: TV AND COMIC REVELATIONS

WAR WHAT IS IT GOOD FOR?



THE PSYCHOLOGY OF SURVIVAL

THE WALKING DEAD

THE OFFICIAL MAGAZINE

SEASON 4

SECRETS

ON SET WITH

DANAI GURIRA

TALKING **THE GOVERNOR**
LEARNING TO RIDE
& FINDING A FAMILY

PLUS VFX SUPERVISOR VICTOR SCALISE
PRODUCTION DESIGNER GRACE WALKER



LIFE AFTER

A YEAR ON WITH SARAH



EXCLUSIVE INTERVIEWS

WITH TYREESE CHAD COLEMAN

INKER STEFANO GAUDIANO

COMIC BOOK ARTIST JOCK

WIN

A WALKING DEAD GUITAR!

MATURE CONTENT

ISSUE #7
WINTER 2014
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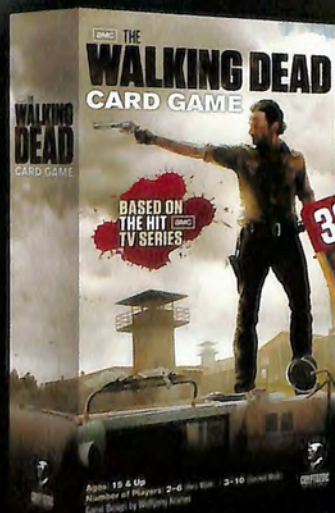
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WAYNE CALLIES

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amc THE
WALKING DEAD
CARD GAME

BASED ON
THE HIT **amc**
TV SERIES



Game Contents:

- 104 Walker Cards
- 6 Hero Cards
- Rulebook

Will you survive?

- The game is based on 6 nimmt!, designed by Wolfgang Kramer, the winner of numerous accolades including the Spiel des Jahres, a prestigious, German board and card game award.

Number of Players:

2-6 (Hero Mode) / 3-10 (Survival Mode)

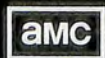
Ages:

15 & Up

Playing Time:


10-30 minutes

CRYPTOZOIC
ENTERTAINMENT
FANS FIRST



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TOTALLY BADASS!



Wow! So who saw that coming?! Fans of the comic might have had an inkling as soon as they realized the show's storyline was loosely following the shocking issue 48, but even so, "Dang!" The good news is that there's not too long to wait until the series starts up again, so we will soon find out what the aftermath of the Governor's brutal attack is and how it's affected Rick and co.

As we say a definitive farewell to the West Georgia Correctional Facility, *TWDM* takes you back to the start of the fourth season with our exclusive set visit for episode two, 'Infected,' back when the prison was a slightly safer place to live, interviewing both cast and crew. Fittingly, the prison provided the backdrop to one of the most shocking moments in the series to date, the death of Lori Grimes, so a year on we decided to drop in on actress Sarah Wayne Callies and quiz her about her memories of the show. And, we also have a special focus on the amazing work of the hair, makeup and costume departments.

Exciting things have been happening in the comic too, with 'All Out War' having reached its halfway point. If you've used this new story as your jumping-on point to the comic, then we think you will enjoy two features this issue: first, there's our overview of the events that have led to 'All Out War,' and we have a fascinating psychoanalytical breakdown of the four main players in the story: Rick, Negan, Ezekiel, and Gregory. Also in this issue, we've interviewed Stefano Gaudiano, who has impressed as the story's inker.

As always, this issue is packed to the rafters with lots of other *Walking Dead* goodness, from an interview with comic book artist Jock for his work on the UK Blu-ray SteelBooks to our 'celebrity fan reveal' and Telltale video game news. I honestly don't know how we pack it all in. And please don't forget to send us your questions, letters, artwork and photos – contact deets are on the 'Letters' page. Sayonara until next time!

Toby

Toby Weidmann (editor)

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THIS GUITAR
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**WE
ARE THE
WALKING
DEAD!**

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"We're going to war."

THE WALKING DEAD
THE OFFICIAL MAGAZINE

TITAN SKYBOUND

HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond

FIRST RATE TV

AMC's *The Walking Dead* simply goes from strength to strength. Following its incredible viewing figures for season three, the current season has set even higher standards.

The first episode, '30 Days Without An Accident,' broke the 16 million viewers barrier, with 10.4 million of those coming from the coveted 18-49-year-old bracket (the highly prized demographic for attracting advertisers). This not only makes it the number one show on television across all cable and broadcast networks, but also bigger than live sports with 18-49 adults.

With time-shifted playback, the final figure rounds up to a whopping 20.2 million viewers. To put the icing on the cake, the show's ratings carried over to AMC's *Talking Dead* aftershow, which attracted its highest ratings of 5.1 million viewers.



"Sincere thanks to the fans, who have welcomed *The Walking Dead* back for its fourth season with the highest-rated episode in the show's history," said AMC president Charlie Collier. "We could not be more proud of this show and everyone on both sides of the camera who work so hard to give life to this story of character, leadership and survival."

With the final half of season four still to come, it's quite possible that those records will be broken again. So it comes as no surprise to anyone that AMC has confirmed that the show will return for a fifth season. Even Collier joked that the news, made in October last year, was "the most anticlimactic renewal announcement ever."

He added: "This is a show that has erased traditional distinctions between cable and broadcast. Its expanding base of passionate fans has grown every season, most recently – and most

notably – with the season four premiere, which broke viewership records for the series and became the biggest non-sports telecast in cable history. Here's to more *Dead*."

The latest news on AMC's announcement of a companion series to *The Walking Dead* is that there is no news as *TWDM* went to press. With an air date of 2015, perhaps that's no shock. We do know that Robert Kirkman, Gale Anne Hurd and David Alpert have signed on as executive producers, but that's it.

Kirkman did say he's looking forward to working on this new offshoot though. "I couldn't be more thrilled about getting the chance to create a new corner of *The Walking Dead* universe," he said. "The opportunity to make a show that isn't tethered by the events of the comic book, and is truly a blank page, has set my creativity racing."

Season four returns on Sunday, February 9.



Find out more at: www.skybound.com,
www.thewalkingdead.com, and
www.amctv.com/shows/the-walking-dead

THE DRIVE FOR SURVIVAL BEGINS

TUCSON UNVEILED P.8



CAN YOU GUESS WHO'S READING TWDM? P.11



CARNIVAL OF SALES

It really doesn't need saying, but just as AMC's TV show is busting records left, right and centre, so too is the comic book iteration. The special issue marking the 10th anniversary of *The Walking Dead* (issue 115) sold an incredible number on its release in October.

Released with 10 different covers, each one celebrating a year in the life of *The Walking Dead* and when put side by side, interlocked to create one giant image (see above), issue 115's first print run sold out within 24 hours of its October 9 release date. More than 352,000 copies were sold on day of release, making issue 115 the top selling single comic issue of the year.

"Ten years in and *The Walking Dead* never fails to surprise me," said Robert Kirkman. "I wanted our 10th anniversary to be a big event, but I never could have anticipated this. The level of support we continue to get from retailers and readers is astounding. I only hope we can somehow top it for the 20th anniversary."

In further celebration of its 10th anniversary, Skybound teamed up with Hyundai, Future US, and Initiative to specially commission a mini documentary reviewing *The Walking Dead*'s illustrious history.

A must-watch for any fan of the series, *A Decade Of Dead* starts at the very beginning, with Kirkman traveling back to Lexington, Kentucky where the original seed for the comic book was planted. All the regular suspects are interviewed, of course, from Kirkman to artist Charlie Adlard and Image representatives Eric

Stephenson (publisher) and Todd McFarlane (comic book artist and maker of some of *The Walking Dead* action figures), but there are talking heads with a whole host of other comic book and TV illuminati, too. From early Kirkman collaborators Cory Walker and David Alpert (now executive producer of the TV show), through to Greg Nicotero (executive producer/SFX makeup artist on the show), actors Andrew Lincoln and Danai Gurira (Rick Grimes and Michonne), and celebrity fans Patton Oswald (comedian), Blair Butler (TV host), and Chris Hardwick (*Talking Dead* host). There are even some cosplayers in there for good measure.

So if you want to know how *The Walking Dead* was born and became such a remarkable phenomenon, *A Decade Of Dead* is well worth a watch. You can see it here: www.youtube.com/watch?v=MvN9f1Wk7jo

HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond



DON'T LEAVE ME HYUNDAI

You've read *The Walking Dead*. You've watched *The Walking Dead*. You've even played *The Walking Dead*. Now get ready to drive *The Walking Dead*.

In November, Hyundai unveiled a limited edition production model of its Tucson inspired by *The Walking Dead*. This isn't one of those chop shop zombie survival mock-ups *TWDM* has featured in the past few issues – this is a genuine Hyundai car that will be available in limited numbers at dealerships from early 2014. Featuring an ash black exterior with subtle red accent graphics and 'special edition' badges inside and out, the Special Edition Tucson boasts Hyundai's advanced 2.4-liter Theta II Gasoline Direct Injection engine.

OK, it doesn't come with any flamethrowers or chainsaws, but it does include a custom 'Zombie Survival Kit' – a 72-hour survivalist's backpack, which includes the Tucson's Guide Book. There are also vehicle decals for the four different factions featured in the comic book's 'All Out War': the Hilltop, the Kingdom, the Saviors, and the Survivors, so owners can proudly display where their allegiances lie.

"*The Walking Dead* Special Edition Tucson represents a chance

for loyal fans to show their enthusiasm for the graphic novel series," said Christine Jew, Tucson product planner. "The Tucson is versatile, responsive and fuel-efficient, allowing just enough room for those wisely-chosen passengers and supplies



needed in the event of a zombie apocalypse or any survival scenario."

"Working with Hyundai to create this limited edition Tucson is a great way to continue *The Walking Dead*'s 10th anniversary celebration," added Robert Kirkman. "I'm excited to see the streets taken over by these cars."

BATS ENTERTAINMENT

McFarlane Toys has done it again! Regular readers of *TWDM* will know we're big fans of the company's work, from its *Walking Dead* DVD box sets through to its comic book and TV show action figures. But with its Negan Limited Edition Action Figure, McFarlane Toys has really outdone itself.

Exclusive to TheWalkingDead.com as of November 28, 2013 (Black Friday), the figure comes in two variations, a full color one and this rather stunning blood-spattered black and white version, true to how Negan appears in the comic



book. The figure comes with two accessories: his beloved baseball bat, Lucille, and an iron. If you don't know the significance of the latter, then you need to catch up on the comics, stat. Both are priced at \$25. Get them while stocks last!

A preview of the full color version can be found on page 86.

TEAM MATES



***TWDM*'s ongoing love affair with Art Asylum/Diamond Select Toys' Minimates range continues with a new range of the two-inch figures, based on *The Walking Dead* comic book, due to launch in early 2014.**

Series five launches this spring, with no less than 14 new figures joining the assortment. Specialty stores will be selling four separate packs, featuring seven new figures, namely: Riot Gear Michonne with Tyreese;

Riot Gear Glenn with Maggie; Morgan with Geek Zombie; and Martinez with Geek Zombie (short pack).

Toys "R" Us (US and Canada) will have its own series five packs, featuring: Abraham with Business Zombie; Eugene with Military Zombie; Riot Gear Michonne with Padded Vest Zombie; and Rick Grimes with Emaciated Zombie.

We're already making space on our shelves...

I WANNA RIOT

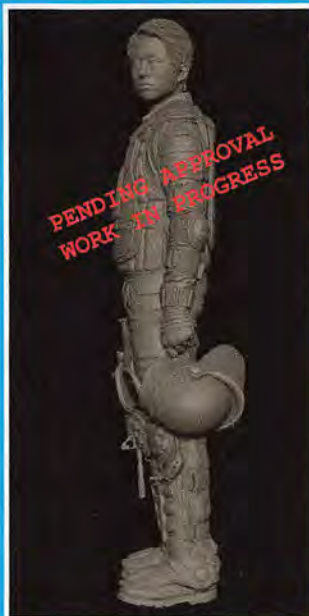
We always like to showcase new exclusive product here at TWDM, so we were very excited to receive this sneak peek at a new statue from ace modelers Gentle Giant. Still in the early stages of development (and not due for release for some time), this fantastic 18-inch statue depicts Glenn in his iconic prison riot gear from the third season of AMC's *The Walking Dead*.

Gentle Giant is one of the best when it comes to producing high-end detailed statues. Its 18-inch figure line already includes Michonne, Daryl and Walker Merle (see 'Body Parts' for more), and Glenn will

make a fine addition. Digitally sculpted by Gentle Giant's master artisans, the final statue will be hand-painted and individually numbered (with a matching certificate of authenticity).

The genesis was prompted by the man who plays Glenn, actor Steven Yeun. During San Diego Comic-Con last year, the actor (wearing a mask to disguise himself from the

horde of fans) visited the Gentle Giant booth to check out its wares. Impressed by the statues on display, Yeun politely asked if the company was ever planning on creating a Glenn one, giving Gentle Giant the perfect excuse to start work on the 18-inch figure.



"We fast-tracked it," explains Gentle Giant's Dev Gilmore. "We actually put him ahead of a Rick Grimes statue in our line plan."

Sometimes it pays to ask.

For more details about Gentle Giant Ltd, visit: www.gentlegiantltd.com

UNIVERSAL TRUTH

Something just for female fans now.

Having firmly established its *Walking Dead* credentials in 2013, relatively new AMC licensee Her Universe has unleashed some additional women's clothing based on the hit TV show for its discerning clientele.

First up is its Zombie Leggings. Made from 100 per cent polyester and priced at \$27, these wonderfully evocative leggings are perfect for showing off those calf muscles while at the same time demonstrating support for the show.

Her Universe founder Ashley Eckstein is also pictured modeling the company's new Tim Bradstreet Long Sleeve Sweater. Featuring the amazing season two promotional

poster by comic book artist Tim Bradstreet (known for his stunning cover work on *Hellblazer*, among others), this soft long sleeve sweatshirt comes with a slashed back and is priced at \$50.

Keep an eye on: www.heruniverse.com



THE TWEETING DEAD

We trawl Twitter for fun *Walking Dead* tweets so you don't have to...

"When I think Chalky White might die in an episode of *Boardwalk Empire* I think I get a sense of what TWD fans feel. Sorry. #notreally"

@RobertKirkman

"hershel/scott wilson = bad. ass."

@SteveYeun

"One day I hope to be Scott Wilson.

Legend" @wwwbigbaldhead

"That's S4 picture wrap. Thx 2 the amazing crew, cast, writers, producers, casting & post peeps 4 the inspiration, excellence, & fake blood."

@ScottMGimple

"How good was

#AnAdventureInSpaceAndTime??

David Bradley is heartbreakingly wonderful. Great work @Markgatiss"

@davemorrissey64

"My mom's starring in an upcoming musical! Come audition! Stinks there's no singing zombies in it-that would be cool." @ChandlerRiggs

"Just to straighten out the record #Sgt. Abraham Ford is not related to Toronto Mayor Rob Ford..... BOOM!"

@Cudlitz

"Soaking up every second of this amazing set and city #TheWalkingDead #Atlanta"

@cserratos

"Just approved the mix for my newest soundtrack release, my steamiest and punkiest score yet! Can't wait to share it with you guys. :)" @bearmccreary

WHO TO FOLLOW...

@RobertKirkman; @SteveYeun; Norman Reedus @wwwbigbaldhead; @mcbridemelissa; @ChandlerRiggs; @LaurenCohan; @emmykinney; @ChadLColeman; Michael Cudlitz @Cudlitz; Christian Serratos @cserratos; Gale Anne Hurd @GunnerGale; @ScottMGimple; @bearmccreary; Chris Hardwick @nerdist; @TheWalkingDead; @SKYBOUNDENT; @ImageComics; @WalkingDead_AMC; @AMCTalkingDead; @WalkingDeadMag

DON'T FORGET!

You can follow us on Facebook (search 'Walking Dead Magazine') and Twitter (@WalkingDeadMag)

NEWS IN BRIEF

PICK OF THE BUNCH

As *TWDM* went to press, AMC's *The Walking Dead* had been nominated for four People's Choice Awards, namely Favorite Sci-fi/Fantasy TV Show; Favorite Cable TV Drama; Rick Grimes – Favorite TV Anti-Hero; and Andrew Lincoln in the Favorite Sci-fi/Fantasy Actor category. The winners are due to be announced on January 8. Fingers crossed!



KIRKMAN UNIVERSE

We don't normally do this, but a) we know you like Robert Kirkman related stuff, and b) we love Minimates. So check out two new series of the small action figures from Art Asylum/Diamond Select Toys featuring characters from *Invincible* and *Thief Of Thieves*, based on Kirkman comics. The four-figure packs are priced at \$19.99.

We want! We want!



ISSUE SEVEN CORRECTION

Last issue, *TWDM* stated that *The Walking Dead* – *The Video Game* voice actor Dave Fennoy was born in Silver Spring, Maryland. Fennoy was actually born in Cleveland, Ohio and moved to Silver Spring at the age of 18. We apologize to Mr Fennoy for the error.



HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond

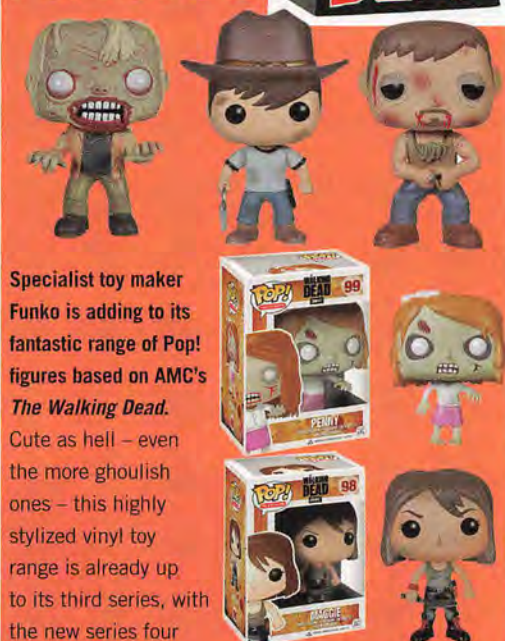
CENTS & SENSIBILITIES

It's 2014, so it's time to keep those New Year's resolutions, like trying to put aside a bit more money for that rainy day. Thankfully, Diamond Select Toys is on hand to help you out with its fine range of *The Walking Dead* Vinyl Bust Banks. The most recent addition to the range is this rather splendid sculpt of comic book Rick, the first human character vinyl bank DST has produced and the fifth in the series.

Priced at around \$23, this eight-inch figure has a coin slot on the back and an opening in the base to retrieve those well-saved cents. It should be available now at all good comic shops, specialty stores and Toys "R" Us stores, as well as online retailers.



POP! STARS



Specialist toy maker Funko is adding to its fantastic range of Pop! figures based on AMC's *The Walking Dead*.

Cute as hell – even the more ghoulish ones – this highly stylized vinyl toy range is already up to its third series, with the new series four line featuring Carl, Maggie, Penny, Walker Hunter Daryl and Woodbury Walker, pictured here. Due for release on

January 21 (just in time for the start of the second

half of season four on TV), these tremendously cute figures are priced at \$8.95-12.95 each.

Find out more at www.funko.com

THE FALL SCHEDULED

Fans of *The Walking Dead* novels rejoice – our wait for the conclusion to the Governor series is almost upon us. The second part of the third story, *The Fall Of The Governor*, will hit bookstores on March 4 from Thomas Dunne Books, an imprint of St Martin's Press. Written by Robert Kirkman and Jay Bonansinga, this final chapter concludes the story started in *The Road To Woodbury*. This fourth book in the series adds extra depth to the comic book's version of the events at the prison.



The hardcover will cost \$25.99, with the e-book priced at \$12.99. An audio edition from Macmillan Audio, narrated by Fred Berman, will also be available from \$39.99.

Next issue we will be printing an exclusive excerpt from *The Fall Of The Governor: Part 2*

DEAD ON COURSE

Last issue, *TWDM* reported on the launch of AMC's *The Walking Dead* MOOC (massive open online course), run by Instructure. Now the results for this eight-week modular course are in! For instance, 69 per cent of participants enrolled because they are "interested in the academic topics," but then 89 per cent claimed that they "never miss an episode" of the show. The US had the most participants (76 per cent), but students from 92 other countries took part. And it seems women are more interested in learning from *The Walking Dead* than men, with 64 per cent being female. Best of all, 83 per cent had never taken part in a MOOC before, which just goes to show how popular *The Walking Dead* is right now.

Those who finished the study course were awarded achievement badges and a suitably grisly certificate.

EVEN THE STARS READ THE MAG!

Putting together a magazine based on your favorite TV show is naturally a labor of love, but it can also sometimes be a long, tiring and thankless task. It's always nice when you discover that

all that hard work is appreciated – those little letters of support our readers kindly send us, or posts of praise on our Facebook page and Twitter feed, really do gladden our hearts. So guess how we felt when these two photographs from the season four set landed in our inbox?

Sometimes a picture really is worth a thousand words.

During some downtime between takes, it looks like actors Lauren Cohan and Emily Kinney, who play the Greene sisters, Maggie and Beth, took the opportunity to catch up on what else is happening in the world of *The Walking Dead* by tucking into

issue five of *TWDM*. We're not quite sure what features they are reading, but it's clear they like what they see – although we'd love to know what is causing Lauren to guffaw so hard and horrifying Emily so much in that second photo (hope it's not a typo!). As endorsements go for *TWDM*, this is a pretty good one.

We hope you get just as much enjoyment from the magazine as Lauren and Emily. Just as 2014 will play host to some thrilling *Walking Dead* action, *TWDM* also has some great plans for the coming year and we hope you're here to enjoy them with us!

Find out how to subscribe to *TWDM* on page 94, or visit: TitanMagazines.com





KIRKMAN CORNER

AN INTERVIEW WITH ROBERT KIRKMAN

OK, so it's the start of a new year, we're at the halfway point of season four and the 'All Out War' between Rick and Negan is still playing out in the comic. Rather than look into our crystal ball to predict what will happen in the TV series and comic, *TWDM* decided to find out from *The Walking Dead* oracle himself, Robert Kirkman. **INTERVIEW:** Tara Bennett

SPOILER ALERT: THIS FEATURE INCLUDES POTENTIAL TV AND COMIC BOOK SPOILERS

The cliffhanger for episode eight, 'Too Far Gone,' has left us all on pins and needles. What can you tease us about what's to come in the second half of the season?

A lot of really cool stuff was done in the first eight episodes. I like the fact that when you're watching that eighth episode it's setting up everything in the back half of the season.

You're like, "Oh, I see what's going to happen. The Governor is going to do this and then they will start finding people and then it's going to be Rick's group versus the Governor's group again." But then it's not until minute 25 or so that you realize, "Oh my God – they are doing issue 48!"

I love that it really comes by surprise and leaves everything open for the back

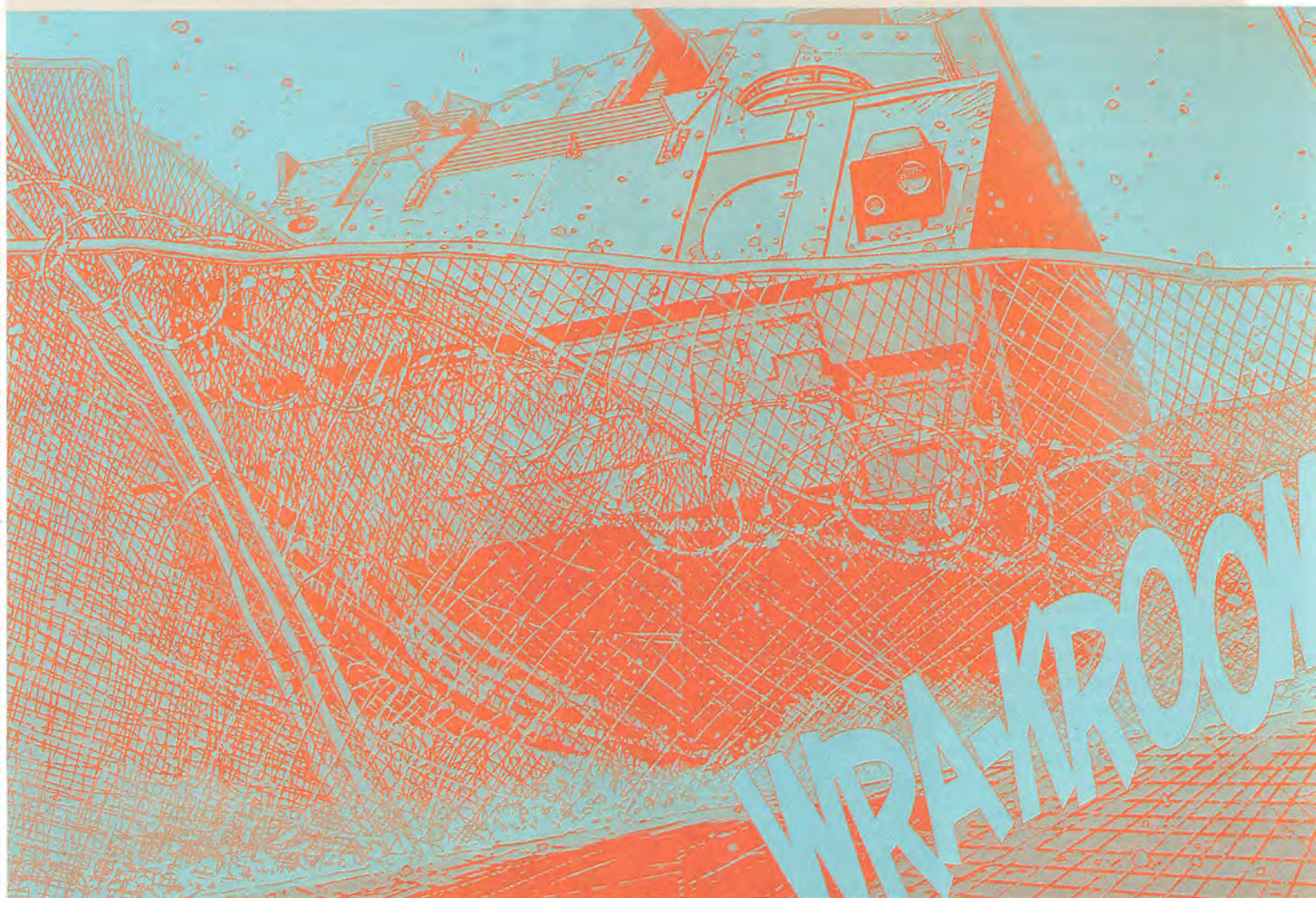
end of the season. Viewers have no idea what is coming now. The prison has fallen to a certain extent. You don't know that everyone lived. There is a lot unknown and a lot of mystery that will unfold in the second half of the season.

I've said from the get-go this is the best season of *The Walking Dead* yet. Finally, people are kind of seeing the scope of what we are doing. There is a lot of cool stuff coming and I think people are going to be blown away.

Is there anything that new showrunner Scott M Gimple introduced in the first half of the season that has been a spin or tweaked comic book reference that's particularly pleased you?

Scott is the driving force of a lot of stuff coming. He is the first person I have worked





THIS PAGE & OPPOSITE: The Governor's tank is even bigger in the TV series than the comic. But it's not really about the size of your barrel, it's what you do with it that counts. As 'Too Far Gone' proves, the Governor certainly knows how to wield it effectively. And now we'll stop with the double entendres!

with on this show who knows the comic book almost, or actually, a lot better than I do. He'll bring up moments I vaguely remember, but to him it's this big thing he's really wanted to work into the show. It's actually spending time over the course of multiple episodes to steer us towards these cool moments so they have so much more impact. It really is coming through in the show.

He has these greatest hits that he really wants to get to. He's reading the comics thinking, "I can't wait to see how that works out in the show." He's very invested in playing with the things I have done in the comic books and bringing a lot to the table. So the virus storyline is something he came up with

that was new to the universe, but completely fits. It's one of those moments, which to me are the greatest moments in the TV show, where I'm going, "Oh man! Why didn't I think of that?"

Working with Scott has been absolutely awesome.

Tell us about the casting of Michael Cudlitz as Abraham?

It was a long search and not unlike the search for Andrew Lincoln. We put out the casting call and started testing actors, watching tapes. We had people read the dialogue scenes we wrote. What's cool for me is the speech that Abraham gives about, "The thing about dumb people is that they seem like smart people to crazy people..." That was

"Viewers have no idea what is coming now. There is a lot unknown and a lot of mystery that will unfold in the second half of the season."

part of the dialogue written for the actors to test for Abraham. We watched almost 100 actors give that monologue, so it was touching for me to see that come to life.

It was an exhausting search to find someone who can personify a character like Abraham, who is this huge figure and a 'take charge' guy. He has a clear mission but still has a softer side and humanity. He's also got a dark and depressing backstory. We wanted someone who could encompass all aspects of that character, and Michael ended up being the perfect guy. But it took a while to get to him.

In *The Walking Dead* comic book, we're just about to get to Issue 120. What should we look for in the storyline?

I think there has already been a couple of shocking deaths at this point. The fun thing about 'All Out War' is that Charlie and I are working far ahead. I plotted out the entire story and wrote a TV-style outline for it before I started writing scripts, which is a new process for me. But also we've never been this far ahead, so it's kind of hard to talk about the issues. Usually, I write issue by issue.

However, people have seen things spiraling out of control. Rick has shown himself to be a very capable leader. He has outsmarted Negan a couple of times by this point and the question now is will that continue or will Negan emerge as a brilliant strategist? I don't think people can predict what the outcome of this war will be, so I'm expecting people to be surprised.

Your new book *Outcast*, which is about exorcisms, comes out in early 2014. Do you get energized by adding new books to your 'to-do' list?

Anytime I venture into something new it's very exciting. The most exciting aspect of writing for me is creating new stuff and exploring new worlds. While I enjoy *The Walking Dead* and *Invincible*, having done them for years and years, the new stuff keeps me energized and keeps me invested in comics as a medium.



THIS PAGE: *TWDM* is so excited by the introduction of actor Michael Cudlitz (pictured top) this season. Not only is he a great actor, but he's also playing one of our favorite characters from the comic, Abraham.

Outcast is a big part of that. Staying in the horror genre, which is something that I've never really done before because it's only been *The Walking Dead*, is something that's exciting to me.

There are a lot of other sides to the horror genre that I don't get to explore in *The Walking Dead* which will be fun in *Outcast*.

I have been working in the zombie genre for a decade now and trying to pull that apart and search all the nooks and crannies for cool unexplored areas. Now I am looking forward to doing that with exorcism and demonic possession.

"I don't think people can predict what the outcome of 'All Out War' will be – I'm expecting people to be surprised."

Let's throw in some fan questions. Cheri Nowak wants to know if 'All Out War' will completely change the direction of the book?

Yeah, it definitely will open the world up and change the kind of stories told in *The Walking Dead*. The entire world will be somewhat different due to the events of 'All Out War.'

Cheri follows up asking if you would consider evolving or changing the way people turn in the comic?

The virus storyline [in the show] is just a form of Spanish flu and the same illness people get in real life that has actually killed thousands upon thousands of people many, many years ago. What I think is cool about that storyline is that it reminds people, "Hey, people can still get sick and that's really dangerous in this world."

But no, there are very strict rules in the comic book and I'm not going to be changing anything. There will appear to be some differences as we go on, as more facts are learned. I've known the parameters all along, but I just haven't been revealing how everything works.

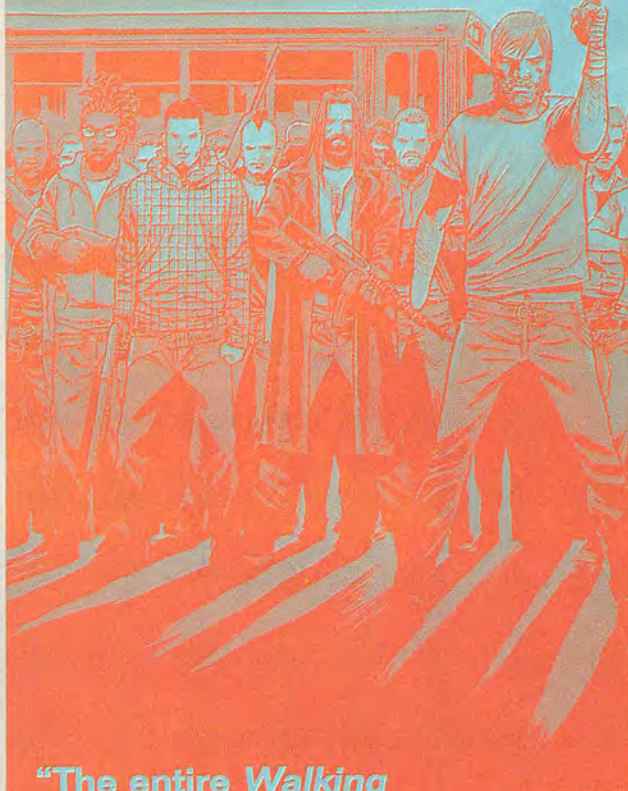
Robb and Michelle Webb want to know if the TV show will ever take place in the winter snow, as in the comic?

It's problematic because of our shooting schedule, but you never know. It's possible. [*The show shoots from May to November in Georgia* – ed.]

Jasmin Ortiz-Low wants to know what reaction you have when an actor is cast who looks nothing like their comic book character?

I'm very involved in the casting process and I'm right next to the other executive producers finding the right person for the job. At the end of the day, the only reason we would have to hire a lesser actor who looks more like a comic book character would be to sell more action figures, and

BLAM! BLAM!



"The entire *Walking Dead* world will be somewhat different due to the events of 'All Out War.'"

that's not on our minds. We are really just looking for the best actor for a role.

Sometimes it weirdly works out that the actor for a role looks very similar to the comic book character. But also there are a lot of things, like wardrobe, that goes into that situation. Michael Cudlitz never actually looked that

much like Abraham, but you put a mustache on him and give him the hair and you're good to go. So it's always, always about finding the best actor for the role.

Lastly, @TWDNetherlands asks: do you think the group's situation would be different if Lori had survived the birth of Judith? Do

you ever ponder the 'what ifs...?' of a story or character?

It's weird. Basically, the time I spend thinking 'what if' is when I'm writing the show. I think, 'What if things were different in the comic and how would that play out?' A lot of that is like, 'What if Shane was alive when they were on Hershel's farm?' So that went into season two.

If Lori had lived, I think Rick wouldn't have been in such a bad state of mind when the Governor brought his forces to the prison. He possibly would have fared better and maybe would have been able to figure out the situation with the Governor better. And that would have changed things in an interesting way. But I don't spend a lot of time spit-balling — I have a lot of work to do! •

SEND TWDM YOUR ROBERT KIRKMAN QUESTIONS

Here's your chance to ask Robert Kirkman a question about anything and everything to do with *The Walking Dead* universe. Send your questions, thoughts and opinions to walkingdeadmail@titanemail.com, and we'll put the best ones to the man himself next issue.

LEFT: It's all kicking off in 'All Out War,' as Rick leads his troops into battle against the Saviors. *The Walking Dead* world will never be the same again.

RIGHT: What might have happened if Lori had survived her labor?





PHOTOS: Gene Page/AMC, Matthew Welch/AMC

BACK FROM THE DEAD

Lori's back! Well, not quite. Although the character may be pushing up daisies in the show, actress Sarah Wayne Callies is alive and well and enjoying life away from the sweltering Georgia heat where AMC's *The Walking Dead* is filmed. She's also happy to recount her two and a half season stint on the show, one which she describes as the best job she's ever had. **INTERVIEW & WORDS:** Sam Faulkner

Throughout the run of both comic book and television series, Rick Grimes' wife, Lori, has been an important figure in the world of *The Walking Dead*. Even after the character's tragic end (in issue 48 of the comic and the season three episode 'Killer Within' in the AMC TV series), her influence on the troubled leader has meant her presence is often still felt in both iterations.

As a wife and mother, as well as a survivor facing the end of the world, Lori is one of the series' most complex characters. The beauty of AMC's *The Walking Dead* being a television drama rather than a movie is that the challenge of facing the walker apocalypse on top of the expectations heaped upon a wife and mother could be fully explored. This was certainly one of the reasons why actress Sarah Wayne Callies was drawn to playing Lori Grimes from the very start, and kept her interest piqued throughout the character's two-and-a-bit seasons run.

"I think Lori's one of the most interesting characters written in contemporary television," says Callies. "There are so many layers to her. So often, women and mothers are written in a little bit of a one-dimensional way – if she's a mother, she must be a saint. When the producers and I first got together to talk about this character before shooting, we agreed that it's important

that she *not* be a saint, and that we really create a character as complicated as possible. We know that there are dark sides to marriage and motherhood and that's worth exploring."

THREE'S A CROWD

TWDM caught up with Callies among the heaving crowds at the London Film and Comic Con, where the star was meeting a legion of *The Walking Dead* fans, some of whom had been queuing for hours to get memorabilia signed and/or have their photograph taken with the actress. "People have been so kind," she notes. "They have written letters, brought lovely gifts... The fans here in the UK are great."

Those same fans had been captivated by the actress during her run as Lori, who was killed off early on in season three in one of the show's most shocking events to date. Before that jaw-dropping scene, Lori had been central to a number of major plotlines throughout the series. She was no shy, retiring violet, that's for sure: as Rick's wife, and Carl's mother, it would have been easy for her to slip into a clichéd maternal model, but the fiery survivor showed little weakness despite the terror the group faced.

She was a character also held in great regard by most of the original survivors, making a strong bond with the other mother in the group, Carol. Then, of course, there was that poised love



triangle between her, Rick and his best friend Shane, which was introduced in season one, but really came to a head in season two (not least leaving question marks over the parentage of the newborn child). Callies greatly enjoyed exploring these complex relationships.

"The relationship between Lori and Shane is a really fascinating one, I think," she explains. "These are two people who've known each other all their lives, just platonically, as friends. Jon [Bernthal] and I were very clear about that. These are not two people who were interested in one another before. But then the world ended, and he became this person she has this stupid one-night stand with in order to just feel alive... but he also demonstrates a real ability to protect her and her son in a way that her husband, this extraordinary, wonderful, moral man, cannot."

"I just think that love triangle had so many permutations, because there are no two people who love each other more than these two people. Rick and Shane love each other, I think, with a devotion that's as passionate as Rick and Lori. It was shifting all the time. It was really great. Then, of course, the triangle was almost a square too, because of Carl."

A DEATH IN THE FAMILY

The dynamics of the group in the three seasons Lori featured in the series were just as fascinating, and one of the key things that kept audiences hooked. With such a rich network of interactions to portray, Callies clearly enjoyed inhabiting the role, particularly given

how much Lori changed and developed over her time on the show. Not always a whiter than white character, her pragmatism was always there, always accompanied by a determination to look after her husband and son.

"Lori's one of the most interesting characters written in contemporary television... We really wanted to create as complicated a character as possible."

"There was a real arc," she says about her character's development. "I think Lori is a woman who did a lot of the wrong things for the right reasons – and maybe a few of the right things for the wrong reasons. It was nice to me that she seemed to die with a sense of redemption. In the end, maybe one of the most important decisions she ever made was to save the baby."

"And not just to save the baby for its own life, but for the group, to give them this symbol of hope, the ultimate sign of renewal. That, I think, was a very brave thing to do. By the same token there's a part of me that thinks that as soon as she found out she was pregnant, and decided to keep the baby, she thought that was a death sentence. Because in that world, the idea that she and the baby could both make it through was, well, you know..."

It's certainly an interesting take on the character, to play somebody who is carrying around the idea of being doomed, but wanting to do the right thing by her family and friends, even in death.

CHANGE IS GOOD

It was a facet of the character that was perhaps better realized in the show than it was in the comic book, in which the mother and daughter's fates play out very differently. In many ways, the show falls more neatly under the 'inspired by' banner than as a straight



WHO THE HELL IS...?

NAME: Sarah Wayne Callies

THE WALKING DEAD CHARACTER: Lori Grimes

DATE OF BIRTH: June 1

PLACE OF BIRTH: La Grange, Illinois

BIOGRAPHY: Although born in Illinois, Callies' family moved to Honolulu in Hawaii where she spent most of her youth. She starred in numerous school plays before deciding to do it professionally, earning a Master of Fine Arts in classical acting from the National Theatre Conservatory in Denver in 2002. Her big TV break came in 2005 when she won the role of Dr Sara Tancredi in *Prison Break*, before making her feature film lead debut in an adaptation of James Redfield's bestselling novel *The Celestine Prophecy* in 2006.

In 2011, Callies was named as a voice for the International Rescue Committee (IRC), which raises awareness about the humanitarian needs of refugees worldwide. Indeed, it was while getting off the plane after visiting a refugee

camp in Thailand, as part of her work for the IRC, that the call came telling her Lori was to die. She told AMCTV.com: "It was an interesting sequence of events because my mind was not on the show at all; it was wrapped up with issues about medical care and gender safety in this refugee camp. I think it put it in its proper perspective."

TIDBIT: She makes

a mean pasta. In 2007, she told People.com:

"I make a pasta sauce from scratch that my husband loves. [I add] jalapeño peppers to give it a kick. You have to watch a man sweat when he eats a meal you make. It's important!"

All *TWDM* will say is Sarah is our kinda gal!

(Source: AMCTV.com, IMDb, People.com)



OPPOSITE PAGE: A family reunited in 'Tell It To The Frogs.' **THIS PAGE, TOP:** That's an interesting dynamic right there: Lori and Carl, Lori and Shane, Lori and Carol ('What Lies Ahead'). **ABOVE LEFT:** Lori as she appears in the comic. **ABOVE RIGHT:** Carl, Lori and bump help secure the prison ('Seed').

"Lori is a woman who did a lot of the wrong things for the right reasons – and maybe a few of the right things for the wrong reasons!"

adaptation of the source material. The storyline very often and very dramatically deviates from the comic book, in a deliberate move to allow the show to flourish on its own.

With AMC desperate to maintain an element of surprise in the show, and thus keep its audience guessing throughout a season's run (an increasingly hard task with today's free flow of information); creating a narrative that dovetails between events featured in the comic and new situations in the show has been a tricky but effective approach.

One of the clearest examples of this was Lori's death in 'Killer Within.' In the comic, Lori is shot in the back by one of the

Governor's cronies in his final assault on the prison. Lori is carrying baby Judith in her arms and both fall to the ground limp and lifeless. It's a shocking moment to be sure – and probably a little too awful for a cable television show, even one as gruesome and provocative as *The Walking Dead*. Moving the character's death forward in the show's storyline, and changing it from one of grim circumstance to something more akin to heroic sacrifice was a brilliant move – surprising fans of both the TV and comic

book. And let's be honest, who saw it coming?

"I think that is critical to the show's success," she notes. "The percentage of viewers who have read the comic book is very small, but we do live in the Internet age, where someone who has read it can go online and sort of leak it out virally. You know, 'Lori dies at the end of the siege on the prison, where she's shot in the back by the Governor...' So, I think it was smart of the producers from the very beginning to realize that we had to make certain key decisions very different, so that the audience wouldn't know whether we were going to stick to the script or whether we were going to do our own thing."



TOP: Lori and Carol's queer relationship in the comic was never really replicated in the show ('What Lies Ahead'). ABOVE: Before Hurricane Shane hits ('Tell It To The Frogs'). BELOW: The safe haven of Hershel's farm is anything but ('Nebraska').

"It's the best job I've ever had, the best people I've ever worked with, and the best storytelling I've ever been a part of."

This is just one of the reasons why *The Walking Dead* has proven so popular among existing fans of the comic book, as well as bringing in millions of new ones through its small-screen version. Just look at the growth in viewing figures since season one to the present day as evidence of that.

GONE BUT NOT FORGOTTEN

Callies' passion for *The Walking Dead* clearly remains unabated as she talks about the show.

"It's the best job I've ever had, the best people I've ever worked with, and the best storytelling I've ever been a part of," she enthuses. "Who knows? The next thing I do may get to that bar, or 40 years from now I may look back and say, 'Yeah, that was the best.' You don't assume in a career that you're ever going to work on original material, a fascinating story, with a group of people who are so devoid of ego, and so full of courage. Then you have the crew, who show up every day like warriors, and say, 'We're going to do this, and we're going to do it fast, in the heat, with bugs and snakes, and we're going to do it with heart.' And then on top of that you get to do it with the likes of Gale Anne Hurd, and some of the finest people in the business."

Our time with Callies comes to an end. It's been great chatting to the actress, who clearly loves the show and is proud of her time on it. Popping into the panel with her and fellow survivor



Norman Reedus (Daryl) afterwards, it is obvious how much that is reciprocated by the fans.

Lori may not physically feature in the series any more, but we're sure her influence will continue to be felt well into the future. She was the emotional center of the story for two, if not three seasons, and that space has yet to be properly filled. Grieving husband Rick is still making sense of her death and is now trying to be a better parent to fill the void left in his kids' hearts. Equally, Carl has become increasingly remote, rebellious and cold-hearted since Lori's death – but then maybe putting a bullet in your mother's brain to stop her becoming a zombie will do that to a kid. This level of emotion and pathos wouldn't have been possible if Callies hadn't delivered such a strong and memorable performance.

She will be missed... •

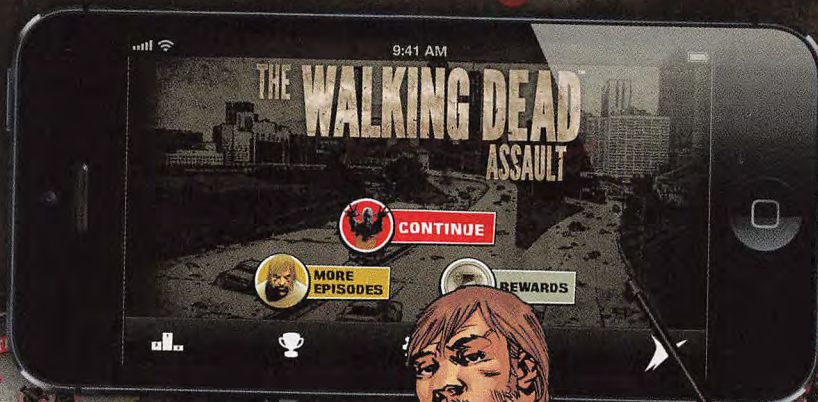
SUPER-CALLIES-FRAGILISTIC...

A SELECT FILMOGRAPHY OF SARAH WAYNE CALLIES...

Black November (2012)
Foreverland (2011)
Faces In The Crowd (2011)
Black Gold (2011)
Lullaby For Pi (2010)
Tangled (2010)
House (one episode) (2010)
Prison Break (69 episodes) (2005-2009)
Bittersweet (2008)
Queens Supreme (five episodes) (2003-2007)
Whisper (2007)
The Celestine Prophecy (2006)
Num3rs (2005)
The Secret Service (2004)
Tarzan (nine episodes) (2003)
Dragnet (one episode) (2003)
Law & Order: Special Victims Unit (one episode) (2003)

Sarah Wayne Callies on IMDb: www.imdb.com/name/nm0915637/?ref_=fn_al_nm_1

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THROUGH

THE

KEYHOLE

TWDM made two trips to the set of AMC's *The Walking Dead* this season, the first of which saw our intrepid reporter become the first member of the press to gain access to the set. With cast and crew focused on bringing to life the second episode, 'Infected,' we caught up with some of the key personnel from both sides to find out what sets this season apart from what's gone before.

WORDS & INTERVIEWS: Tara Bennett

EXCLUSIVE SET REPORT





PHOTOS: Gene Page/AMC; Frank Ockenfels 3/AMC

Having insider access is always a good thing, especially when you're *TWDM* because that means you get the lucky distinction of being the first press visitors on AMC's *The Walking Dead*'s Georgia set for season four. On this hot day at the end of May, the show is two episodes into production and director Guy Ferland is guiding the cast and crew through some final scenes for 'Infection' on the prison yard set.

As audiences have witnessed, the show returned with a very different prison environment inside the barbed wire fences this season. Today there is a verdant garden that Rick and Carl have been cultivating down in the grassy clearing where the Governor's attack happened. Up by the basketball courts, there's a cooking area and water cisterns are littered about.

Laundry is gently swaying in the warm breeze; it's practically homey despite the ever-present walkers outside the fences looking for their pounds of flesh.

The transformation is again the work of production designer

Grace Walker, whose design team trailer is located right behind the prison cell block facades. As we

"THE PRISON GOT A WHOLE NEW FEEL AND LOOKS REALLY COOL. OUR NEW DIRECTOR OF PHOTOGRAPHY [MIKE SATRAZEMIS] LOVES IT."

GRACE WALKER, PRODUCTION DESIGNER

ABOVE LEFT: Patrick (Vincent Martella) didn't last long in *The Walking Dead* world ('Infection'). **ABOVE RIGHT:** Prepping for the big zombie prison break-in, under the watchful eye of series stunt coordinator Russell Towery ('Infection').

sit down for a chat in his office, which is plastered with spoiler-filled sketches and design ideas, Walker reveals that he started prep on season four after a big chat with new showrunner Scott M Gimple.

"We knew [season four] would be six months down the train," he says. "We talked about having a garden because mainly we were thinking what you would do in this situation: food, water, clothing and shelter. We brought in horses, pigs, food with gardens everywhere, and more shelter outside in the yard area.

"We've cleaned it too, so all the debris is gone and that makes a heck of a difference," Walker continues. "There's washing on the line, cooking areas and all of that stuff. I was really plugging to get electricity because I think we had pretty much done the dark corridors. I didn't want to go back there, so I tried to push it with Scott. He asked where they would get electricity from and I knew [the survivors] are always making runs so they can look for the things you use. I always think you still have that world out there with things that have been left behind.

You can go to a gas station or a farmer's barn and maybe there will be a crate with a brand new generator in it. I think they still get gas because you can hand pump and siphon it out."

Keen-eyed viewers will notice that there is actually a generator in the courtyard with wires running out of it. "It's a small one, so it's isolated and we have scenes where they string in a bulb as they go down a corridor to get the light going," noted Walker. "It's got a whole new feel and looks really cool. Our new director of photography [Mike Satrazemis] just loves it. We've managed to do it in the cellblocks too, so there is a little bit of light. It's more personalized in the cells now."

BRINGING THE HOUSE DOWN

Down the hill from the prison buildings, we see Ferland prepping for a big sequence in which a horde of walkers dog-pile up against the chain link

"THERE WILL ALWAYS BE A LOT OF GORE, BUT IN SEASON FOUR WE'VE HAD A LOT MORE. THIS SEASON FEELS MORE AGGRESSIVE WITH WHAT WE ARE DOING."

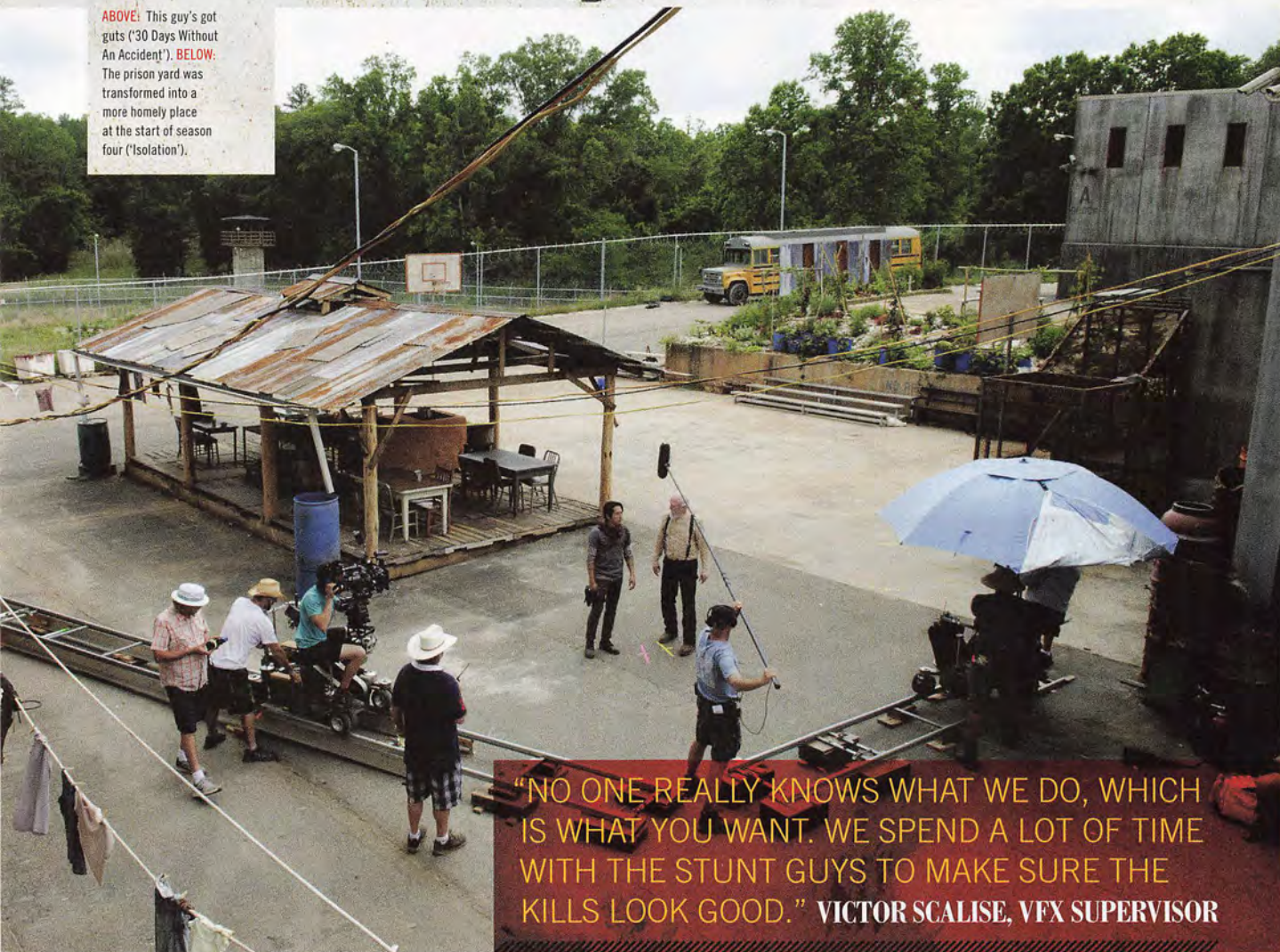
**VICTOR SCALISE,
VFX SUPERVISOR**

fence. It's a pivotal moment in episode two that finds Rick (Andrew Lincoln), Daryl (Norman Reedus), Tyreese (Chad Coleman), Sasha (Sonequa Martin-Green), Maggie (Lauren Conhan) and Glenn (Steven Yeun) having to desperately cull the onslaught to keep the fence intact.

The cast is sitting under a portable tent so they don't melt under the intense Georgia sun. Scott Wilson (Hershel) has today off, but the cast is so close he's come in to hang out with them for a little bit anyway. Naturally,

he's got both his legs (no faux prosthetic limp needed during off-time) and a huge smile on his face as he hugs Reedus. Wilson then proceeds to entertain everyone with some stories while practicing his golf swing with a crowbar.

ABOVE: This guy's got guts ("30 Days Without An Accident"). **BELOW:** The prison yard was transformed into a more homely place at the start of season four ("Isolation").



"NO ONE REALLY KNOWS WHAT WE DO, WHICH IS WHAT YOU WANT. WE SPEND A LOT OF TIME WITH THE STUNT GUYS TO MAKE SURE THE KILLS LOOK GOOD." **VICTOR SCALISE, VFX SUPERVISOR**

At the fence, the walkers are doing a rehearsal for the extras coordinator nicknamed Red Beard. About 30 of them are clawing for their close-ups, but as a whole, they look off as they trample forward. The coordinator yells to them, "You're walking like people!" so the group collectively gets more gnarly and sporadic for the next attempt.

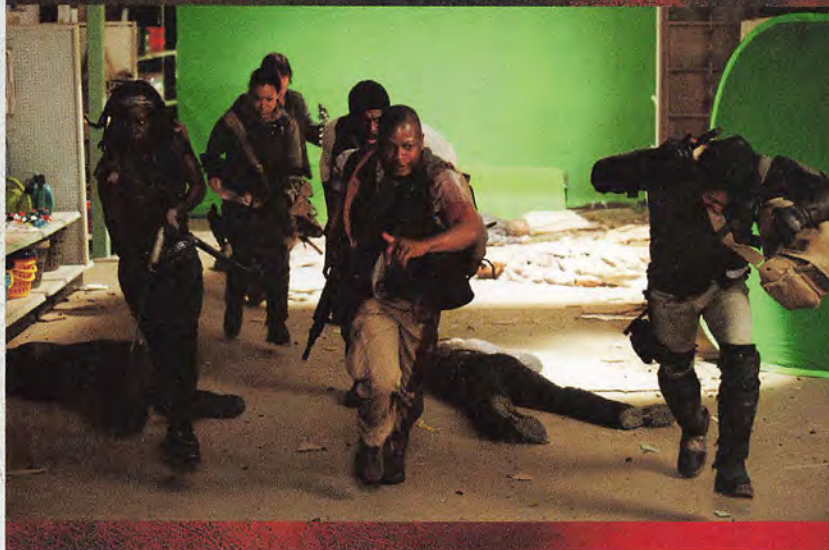
SPLAT HAPPY

Watching everything is Victor Scalise, the VFX supervisor for the series from Stargate Digital. The company creates all of the impact blood splatters inflicted at the fence, which will be added in post-production later. Stargate creates all of the visual effects in the show from the epic – such as the opening episode Big Spot supermarket sequence – to the more minor blood splatters.

"No one really knows what we do all of the time, which is what you want," Scalise laughs. "We do shoot a lot of elements where they give us these slimy blood elements that we sneak into the shots to add that extra sense of reality. A lot of it is [stunt coordinator] Russell Towery's choreographing. We spend a lot of time with the stunt guys and the extras to make sure the kills look as good as they do. It's a big team effort."

Scalise says he and his team spent the summer preparing for season four by experimenting with some new digital blood techniques and having meetings with executive producer Greg Nicotero about the intense Big Spot sequence featured in '30 Days Without An Accident.' He explains: "So far, in the way season four has been progressing, there have been new kinds of effects elements added to almost every episode we've been working on. In season three there were a lot of kills; I think there will always be a lot of gore, but in season four we've had a lot more. This season feels

"I THINK MICHONNE STILL IS GOING THROUGH A BECOMING. SHE CAN FUNCTION ON HER OWN BUT IT'S NOT WHERE HER SOUL AND HER HEART NEED TO LIVE." DANAI GURIRA, MICHONNE



ABOVE: Shooting the Big Stop action sequence ('30 Days Without An Accident').

BELOW: Zach (Kyle Gallner) tries to guess Daryl's (Norman Reedus) pre-apocalypse profession as an amused Michonne (Danai Gurira) listens in ('30 Days Without An Accident').

more aggressive in terms of what we are doing. I know in the first few episodes we've broken out of our pattern and the writers have been writing scenes that allow for bigger effects."

Asked a personal highlight from season three, Scalise says: "There are a few, but one of the sequences that I really enjoyed doing, and I know our artists had a great time working on, was the Michonne sequence where she is just slashing walkers left and right. It was a shorter sequence, but we got a lot of cool shots in and did a significant blend of 2D, 3D and real elements from Greg's team. It was really fun."

BUSINESS AS USUAL

Speak of the devil – Danai Gurira arrives for makeup and costuming for a later scene to be shot where Michonne gets injured in the



"MICHONNE IS KIND OF LIKE THAT DAD THAT LOVES HIS FAMILY BUT ALWAYS NEEDS TO BE ON A BUSINESS TRIP."

DANAI GURIRA



walker fence melee and gets patched up by Beth (Emily Kinney). As expected, in just one season Michonne has become the quiet, powerful female icon of the show, much as she is in the comic books. It's always a treat to see and chat with Gurira who is almost the antithesis of her onscreen persona. Both are incredibly thoughtful, yet while Michonne rarely breaks out her pearly whites, Gurira is quick to laugh and smile as she talks about her character's evolution to date.

"I think she still is going through a becoming," the actress says. "What she resolved at the end of last season was that she needs to be part of people and be a part of a community. She can function on her own but it's not where her soul and her heart need to live. Being alive is more than just being alive and knowing how to take care of yourself. She starts to find a great deal of fulfillment in being committed to this group of people. They are the right fit."

"She has strong relationships with Daryl, Carl and Rick. She's a part of them and wants to maintain



"IT'S BIZARRE HOW MUCH FEAR CAN BE INVOLVED IN GOING FAST ON A HORSE UNTIL YOU CAN CONTROL IT AND STOP IT." **DANAI GURIRA**



LEFT & BELOW: The two sides of Danai Gurira – contemplating her 'mission' in character, and flashing those pearly whites while riding Flame.

her position. There is a lot that she sees in this little family unit that is life-giving for her. She has a respect for both Carl and his dad. They are becoming family to her. Who does she bring gifts home for? Carl."

But that doesn't mean Michonne has any need to stay inside the prison walls for long, as the first half of the season illustrated with her lone woman runs to seek out supplies, and more importantly, the still missing (at this stage) Governor (David Morrissey).

"He's not a finished chapter for her yet. In terms of how do I contribute, I make sure he's not about to attack us again," she laughs with a bleak edge. "She's on a mission. She feels she should have killed him back then. So I think she is kind of like that dad that loves his family but always needs to be on a business trip. He comes home with goodies, but he needs to go out on the road again. She loves to come home and protect and provide, to contribute that way. It's all tied into that journey of really being able to be a part of a community. It's very tied into her past."

CHAMPIONING THE WONDER HORSE

Asked about her new companion on those travels, Flame the horse, Gurira laughs and says he was a much bigger challenge to master than her katana.

"I had to learn how to really ride," she explains. "I took training in LA. In my head, I was familiar because I rode around a ring as a kid at parties



"THE PRISON SERVED A GREAT PURPOSE BUT YOU CAN'T STAY THERE FOREVER. THE CHALLENGE IS HOW TO TREAT WHAT'S NEXT. I LOVE THAT WE ARE CREATING AN APOCALYPTIC FUTURE."

GRACE WALKER



TOP LEFT: Daryl (Norman Reedus) takes a breather ('Infected'). TOP RIGHT: Rise of the 'Infected.' ABOVE: Michonne (Danaai Gurira) gets, ahem, stuck into the stunt work ('Infected').

THE ROAD AHEAD

As the actors gather their energy under the increasing heat and sun of Georgia to wallop the walkers at the fence, Grace Walker talks to us again about what he's prepping as the season progresses outside of the prison and the temporary safety of its fences in the

second half of the season (which will air on AMC on February 9). "I like moving on and getting away from the prison," he shares. "It served a great purpose but you can't stay there for three seasons. The challenge is wherever we do go, how do we treat that? I do love that we are creating an apocalyptic future."

He expects that he and his production team will be dressing more of the outside world again as the survivors look for a new home now the prison storyline is over. "We're going for stuff that's pretty roughed out. We may take it a little further than it probably would be [in real life]," he reveals, about what's to come in the second half of the fourth season. "We have a gas station coming up that has to be completely covered in kudzu [a plant in the pea family], so that is a really big challenge. Everything is overgrown and nature has overtaken it all. The world of nature taking over is a hard one. For instance, with the kudzu we've had to use silks and fake stuff which can be a bit dodgy. The real stuff dies within an hour so it's a challenge to figure it all out."

He cryptically concludes: "As we advance, we might start swinging towards urban areas that are still modern but have that growth too."

Rest assured, wherever Rick Grimes, Michonne and the rest of their surrogate family end up back in the cold, cruel world, it's definitely going to be rough and tough. •

COMIC BOOK MEN



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RETURNS FEB 9 SUNDAYS MIDNIGHT/11c

amc



THE TOWER



ROAD WAR

WAR – what is it good for?

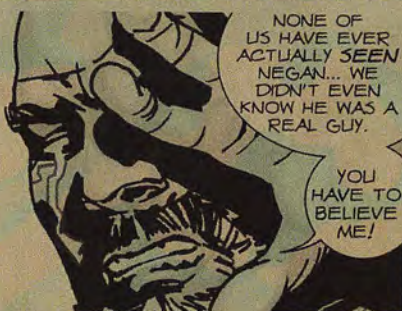
Well, in the case of Rick, Ezekiel, Jesus and the rest of the Washington area survivors, it will hopefully free them from the bondage and terror inflicted on them by Negan and the Savivors.

With the battlelines firmly drawn in issue 115, the epic 12-part storyline 'All Out War' has been intensifying, with casualties mounting on both sides. Although the brutal murder of Glenn in issue 100 served as *The Walking Dead's* own Austro-Hungarian Archduke assassination moment, as *TWDM* discovers, the machinations leading up to the conflict are much more complex. WORDS: Simon Williams

THE PRELUDE

Though the Savivors have been threatening and harassing the other local communities for some time, it was Rick's group who were the first to encounter the Savivors' leader, the murderous Negan. Before this moment in issue 100, Hilltop leader Gregory and his emissary Paul 'Jesus' Monroe admitted that they'd never actually met him, and had doubts as to whether he even existed at all.

In addition to maintaining a low profile, Negan has also gone to great lengths to ensure the location of his headquarters – the Sanctuary – has stayed a secret. So while the Savivors' brutality may have provoked enmity from the communities they have terrorized, any sort of meaningful strike against the group's base of operations was impossible previously. It's only thanks to Carl sneaking aboard Negan's vehicle, and Jesus's capture and subsequent escape, that the allies were able to get the intelligence they needed on the Savivors' location and formidable defenses, as well as useful insights into how the group functions.



“A CHAIN OF EVENTS WAS SET FORTH ON THIS DAY. A CHAIN OF EVENTS THAT COULD WELL LEAD TO THE DEATHS OF EVERY LAST ONE OF YOUR GROUP.” NEGAN

THE SAVIORS

LEADER: Negan

HEADQUARTERS:

The Sanctuary, a former factory

DEFENSIVE CAPABILITIES:

Heavily fortified and surrounded by a chain-link fence, concrete barricades and impaled zombies

ESTIMATED FORCES: 60-100

With an obsession for being top dog, there have been times when Negan's overestimation of his own reputation has blinded him to the likelihood of retaliation from the communities he so casually brutalizes. There have been numerous situations where the Savivors' leader seems surprised when his group's ruthless methods have come back to bite him – though his insistence on armed back-up has saved him on more than one occasion.

Rick's (and Carl's) initial strategy was to target Negan himself, no doubt hoping that by cutting the head off the metaphorical Savior snake the body would wither and die. We can only speculate what would



happen to the Savivors if both Rick and Carl had succeeded and Negan had been successfully killed.

The Savivors seem to operate like a cult, with Negan treated by his followers as a kind of godlike figurehead. “Negan

rules by fear,” says Jesus in issue 114, “or by manipulating his people into believing he's the only thing keeping them alive. They worship him.” So it is possible that with Negan dead, the Savivors would fall apart into the looser group of individual survivors they were before Negan brought them together.

Of course, it's also possible that a successor would step up and assume top dog of the





group, though we can be sure this would not be without considerable bloodshed among the Savivors.

Negan has maintained his position through his brutality and seems content to rule his followers by fear. But as history has shown time and again, fear is not always the best motivator, especially when going up against someone who is truly respected, and even loved, such as Rick Grimes.

Negan's methods have already caused a schism in his own organization, for instance, with the apparent defection of Dwight, one of his top lieutenants. Might this eventually prove to be his undoing?



"WE'RE GOING TO WAR." NEGAN



Rick's motivations for going up against Negan and the Savivors are multi-faceted. It started off as a way to trade with the Hilltop; without supplies of their own, Rick offered the only thing they did have – their muscle.

After Glenn's death and the Savivors' attack on Alexandria, it has become more personal. And although Rick acknowledged his mistake in seriously underestimating the Savivors the first time, he repeated this error when he called for the unprepared attack on Negan and his men as they were leaving Alexandria, not knowing that Negan had already established a larger back-up force in the surrounding area. It was only the timely intervention of Jesus and the arrival of Ezekiel and his group that saved Rick and the others from summary execution.



THE ALEXANDRIA SAFE-ZONE

LEADER: Rick Grimes, former cop **HQ:** Alexandria Safe-Zone

DEFENSIVE CAPABILITIES: Walled community with isolated solar power grid (semi-functional) and working ammunition factory, surrounded by trenches and strategically placed cars **ESTIMATED FORCES:** 20



Even if Rick's first encounter with Negan hadn't ended so violently and tragically, it's unlikely that he would ever have truly agreed to live in fealty to the Savivors like the Hilltop survivors. Rick has made it clear that he regards the Savivors' leader as far too unpredictable to ever be able to co-exist with. "We can't live by the whims of Negan," Rick says in issue 115. "We'd never survive. That psycho would be the death of us all."

THE HILLTOP

LEADERS: Gregory, Paul 'Jesus' Monroe

HQ: The Barrington House

DEFENSIVE CAPABILITIES:

Walled town with elevated location and working foundry (but no firearms)

ESTIMATED FORCES: 20

Though it would appear that, by offering to take on the Saviors in return for trade with the Hilltop, Rick is the key instigator of the war, it's actually Paul 'Jesus' Monroe who really sets events in motion.

Jesus tells Rick he approached the Alexandria Safe-Zone in order to facilitate an introduction to the Hilltop colony, ostensibly to establish trade links between the two groups. He had observed the Alexandria survivors for some time before making contact. Isn't it just as likely that Jesus was really on the look-out for a group with the potential

to stand up to the Saviors? He certainly has the motivation, since it's the Hilltop – the largest community in the DC area – that has borne the brunt of Negan's group for so long.

This might explain why Jesus was so tolerant of the rough welcome he received at the hands of Rick and Michonne. Having spied on Rick and his group for a while, Jesus knew he'd found the perfect allies for the war he (and Ezekiel) were eager for, and he clearly felt it was worth enduring several quite brutal beatings, and even imprisonment, if it meant he

could get Rick and the rest on his side.

But Jesus was sincere when he told Rick he believed the former cop was building something better. "When you're done," he says, "the world will be changed. Renewed. Better. I want to be a part of that. I want to do whatever I can to help make that a reality."



NO, I DON'T THINK YOU QUITE UNDERSTAND WHAT'S AT STAKE HERE.

THIS ALL FALLS APART WITHOUT YOU, RICK. ALL OF IT.



"YOU GIVE PEOPLE COURAGE, YOU INSPIRE PEOPLE TO STAND UP... TO FIGHT FOR WHAT'S RIGHT... YOU'RE A LEADER WE CAN FOLLOW." JESUS TO RICK

THE KINGDOM

LEADER: Ezekiel, former zookeeper

HQ: Former high school

DEFENSIVE CAPABILITIES: Wall consisting of sheet metal and school buses, guarded by armored 'knights' on horseback

ESTIMATED FORCES: 30 (plus Shiva the tiger)

Ezekiel, the leader of the Kingdom, has been waiting for some time for an opportunity to strike back against the "tyrant" Negan and his Saviors. But he's still an unknown quantity from Jesus' point of view, and had not made his opinion of Negan fully known before the arrival of Rick (though having seen Negan's methods, it's understandable).



We don't know exactly why Ezekiel hates Negan so much. Perhaps it's simply because of the vicious way Negan and his group extort supplies from the neighboring communities, or there may be a more personal history between the two that has yet to be revealed.



"THIS PLACE IS SPECTACULAR... VERY MUCH WORTH FIGHTING FOR." EZEKIEL

"WHATEVER COMES OF THIS. WHATEVER IT TAKES. IT'LL BE WORTH IT."

ANDREA



THE REAL ENEMY

It has not gone unnoticed, as the series has progressed, that the threat posed by zombies has been relegated and largely superseded by that of other living survivors. There hasn't been a single character death directly attributable to a zombie since issue 83, when Douglas Monroe, Jessie Anderson and her son Ron were killed by roamers which broke into Alexandria. Though their deaths were tragic, the way the community rallied round to drive the walkers back made Rick realize that the zombies were now a

THE BREAKING POINT

Despite a gradual escalation of violence between Rick's group and the Saviors, which included several killings and attempted killings, the eventual immediate trigger for the war was as unpredictable as Negan himself.

In fairness to the Saviors' leader, he was willing to forgive a number of serious provocations. But the breaking point came soon after Rick's rather reckless attempt on Negan's life, when Carl shot a chunk out of Lucille, the Savior leader's beloved baseball bat and, according to Negan himself, the only woman he has ever truly loved. Coming from anyone else, this might sound insincere, but from Negan, you can believe it!

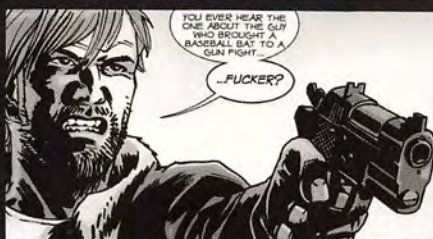
When the Alexandria survivors inside the Safe-Zone refused to give up Carl, Negan prepared to bludgeon to death Nicolas, Holly and Heath in turn until they did. It was only the arrival of Jesus and Ezekiel and his group (particularly Shiva) on



the scene that prevented a massacre outside the gates to the Safe-Zone and caused a rout that sent Negan and his group fleeing to the hills.

While Rick was keen to press forward while they had the advantage of surprise, calmer heads prevailed. "We were not prepared for this," Ezekiel says, happier to let the Saviors retreat. "Let them run before they realize they still outnumber us."

But it didn't take them long to prepare, and with Carl and Andrea left in charge of the Safe-Zone's defenses, Rick's meager forces, bolstered with those of the Kingdom and Hilltop, have a plan to take the fight to Negan with a full frontal attack on the Sanctuary itself.



manageable threat. And from that point on, the series has reflected this, dialing down the danger posed by the dead and focusing on the real enemy – other people.

It's perhaps appropriate that, of all the survivors, it's Negan who realizes the true threat. In issue 112, when Rick unwisely taunts the Saviors' leader for bringing a baseball bat to a gun fight, Negan's hidden back-up snipers quickly prove Rick wrong, shooting Rick's pistol right out of his hand.

Negan calmly explains to Rick that they merely use their blunt instruments for the dead, and save the bullets for "the much more dangerous, but slightly less prevalent, living."

THE NEW DISORDER

One of the best events *TWDM* attended during our trip to San Diego Comic-Con was a late evening lecture (and mock zombie trial) by a team of forensic psychiatrists called Broadcast Thought. Provocative, compelling and fun(!), their illuminating lecture prompted *TWDM* to approach them to write a piece for the magazine about the psychological effects of a zombie apocalypse on the survivors. With the four factions of Alexandria, the Hilltop, the Kingdom and the Sanctuary central to the comic book's storyline right now, we asked them to profile the leaders of these four survivor groups:

Rick, Gregory, King Ezekiel and Negan. We present their surprising findings to you here...

WORDS:

Broadcast Thought

In the post-apocalyptic world of *The Walking Dead*, societal rules take a rain check. When chaos is king, what type of leaders can best ensure the survival of their people? Four leaders of *The Walking Dead* comic book – Negan, Ezekiel, Gregory, and Rick – illustrate four very different leadership styles. But which is most effective?

Given a choice between a psychopath, an outlandish figurehead, a benign narcissist, and a stalwart leader, the answer seems obvious. But is traditional leadership suited to a society turned on its head?

With an 'All Out War' on the horizon, you better make sure you're on the winning team...



THE BAT MAN

MEET NEGAN: a foul-mouthed, baseball bat-brandishing bad boy.

Intimidating, angry, and self-centered, Negan maintains order through rewards and punishments. Food and security are his currency. This makes him a powerful *transactional leader*. While transactional leaders can be effective in chaotic situations (a zombie apocalypse counts), they're not interested in helping a group evolve. They ignore the highest levels of psychologist Abraham Maslow's hierarchy of needs: love, esteem, and self-actualization.

But there's more to Negan than meets the eye.

Negan has traits of Antisocial Personality Disorder (ASPD), and we don't mean staying in on a Saturday night. People with ASPD violate →



WORLD

← society's rules without remorse. They disregard the rights and safety of others. They're deceitful, irritable, and aggressive. So it's no surprise Negan curses like a fucking sailor!

Yet, Negan's no ordinary bad boy. He's a psychopath. Lacking empathy, he is callous, uncaring, and is only interested in himself – not his Savivors. Although he seems concerned about Rick killing his people, Negan really sees them as pawns.

What's more, Negan shows traits of Narcissistic Personality Disorder (NPD). He thinks he's "special" and demands unquestioning obedience, even when his expectations are unreasonable. Clearly, he has a grandiose sense of self-importance. While we all might be guilty of this at times (Twitter, anyone?), Negan's traits are to the extreme. In fact, he could be considered a 'malignant narcissist.'

Some scholars have used the concept of malignant narcissism to understand real-world cult leaders such as Jim Jones and David Koresh. Like such cult figures – but sans fashionable eyewear – Negan is incredibly grandiose, right down to naming his group the Savivors. And like any good cult, the brainwashed Savivors follow orders, repeat their mantra,

NEGAN HAS TRAITS OF ANTISOCIAL PERSONALITY DISORDER... SO IT'S NO SURPRISE HE CURSES LIKE A SAILOR!

LET THE
SLAUGHTER
BEGIN!



and bow down to their master. Dwight explains this to Rick in issue 108: "I never disobeyed him [Negan]. I was a good soldier. I did as I was told. I was a coward. And I did a lot of terrible things I can't take back..."

Arrogant and boastful, Negan manipulates others for personal gain. For example, he demands supplies from both the Hilltop and Alexandria (issue 103). Even worse, Negan sexually exploits women in his community. If they have the 'honor' of becoming one of his wives, he requires absolute loyalty. Should any of the women return to their previous husbands, as in Dwight or Mark's cases (issue 105), Negan takes a hot iron to the men's faces.

Negan publicly justifies his vicious behaviors as "just following the rules." In response, his followers, who clearly drank the Kool-Aid, declare in unison: "The rules keep us alive." Negan responds: "That's right... The rules are what makes everything work. No matter how small or insignificant, the rules are to be followed. I know it may seem trivial, or even callous on my part. There's no fucking truth to that at all." (Issue 105)

Really, Negan? There sure seems to be.

Although most of Negan's actions aren't surprising given the terrible trifecta of antisocial, psychopathic, and narcissistic traits, some of his behavior seems puzzling in its inconsistency. On one hand, Negan brutally kills Glenn because Rick killed some of Negan's men – an eye for an eye. On the other hand, in issue 105, Negan merely makes Carl expose his enucleated eye after Carl guns down several of his men and tries to kill him.

NEGAN'S NO ORDINARY BAD BOY. HE'S A PSYCHOPATH. LACKING EMPATHY, HE'S CALLOUS, UNCARING, AND IS ONLY INTERESTED IN HIMSELF.



Perhaps Negan's also sadistic and takes pleasure in degrading and hurting others. For instance, Negan forces Carl to expose his missing eye and then tells him, "You look disgusting. Have you seen it?" (Issue 105) Also, it's not enough for him to simply kill Rick, as he explains in issue 113: "I have to break you [Rick] to break them [Rick's followers]."

Negan does care about one 'person,' however: Lucille. Negan's relationship with his baseball bat reveals another element of his personality – fetishism. Negan is sexually aroused by his anthropomorphized Louisville Slugger, wrapped in barbed wire. He asks a Savior in issue 105: "Did you eat [Lucille's] pussy like a lady?" Negan also claims in 113 that Lucille is "always DTF," "the only bitch I've ever truly loved," and that "...in my most private moments I've probably rubbed my dick against her." Ouch!

EASY, TIGER

Much is unknown about Ezekiel. But we do know that he's a former zookeeper, has a pet tiger named Shiva, and sides with Rick against Negan in 'All Out War.'

Oh yeah, he also dresses like a combat-ready Liberace and runs his community like a 16th century medieval kingdom.

So is Michonne right in issue 110 when she accuses Ezekiel of playing the part of a false king and "tricking people into treating him special"?

Certainly he draws attention to himself with his eccentric appearance and exotic feline sidekick. But does he join Negan as a narcissist and psychopath?

While having Shiva at his side might put Ezekiel in a power position, as "King" he doesn't exploit people in his kingdom. Instead, he strives to keep them organized and safe. He explains to Michonne, "People want someone to follow" and that "makes them feel safe." And he adds: "People who feel safe are more useful." (Issue 110)

Ezekiel may be on to something...

In a 1987 journal article, researchers actually likened children's classroom and playground roles to those in a kingdom. Children were categorized as 'Kings' or 'Queens,' 'Bishops' or 'Lords,' 'Vassals,' and 'Serfs.' The researchers argued that the hierarchy helped control aggression and organize play.

So, by getting medieval on their asses, Ezekiel

encourages his people's sense of identity within the group. Ezekiel acts as a *transformational leader*—he enhances the morale and performance of his followers. He inspires others to realize their strengths and weaknesses so that they can best contribute to the group. Unlike Negan, Ezekiel operates on the higher levels of Maslow's hierarchy of needs, seeking more than just food and security for himself and his people.



EZEKIEL DRAWS ATTENTION TO HIMSELF WITH HIS ECCENTRIC APPEARANCE AND EXOTIC FELINE SIDEKICK. BUT IS HE A NARCISSIST AND PSYCHOPATH?

Broadcast Thought is a group of three board-certified physicians—H Eric Bender, Praveen R Kambam, and Vasilis K Pozios—who specialize in forensic, child and adolescent, and adult psychiatry. During a chance encounter at an academic conference, the trio reminisced about their life-long love of media and pop culture, in particular film, television, and comic books. Over lunch, the seed of Broadcast Thought was born: to lessen the stigma associated with mental illness by shifting the paradigm of how the media and entertainment industries portray mental health issues.

The initial goals were clear: to harness various forms of entertainment to responsibly translate medical jargon, to lessen stigma surrounding mental health, and to ethically teach about mental health in accessible, relevant, and compelling ways. Since then, the doctors have become technical consultants, subject matter experts, and creators of mental health related content. All of which makes them the perfect team to comment about the psychological effects that a zombie apocalypse might have on different people.

H ERIC BENDER, MD

Dr Bender specializes in forensic, child and adolescent, and adult psychiatry. He has a particular interest in community medicine and education, and he has taught students at grade levels from elementary to medical school. He has extensive experience treating children, teens, and adults in a variety of settings—especially in the psychiatric emergency room—and now works in private practice in San Francisco. He has written on such forensic psychiatry topics as the psychotic denial of pregnancy and juvenile adjudicative competency.

P RAVEEN R KAMBAM, MD

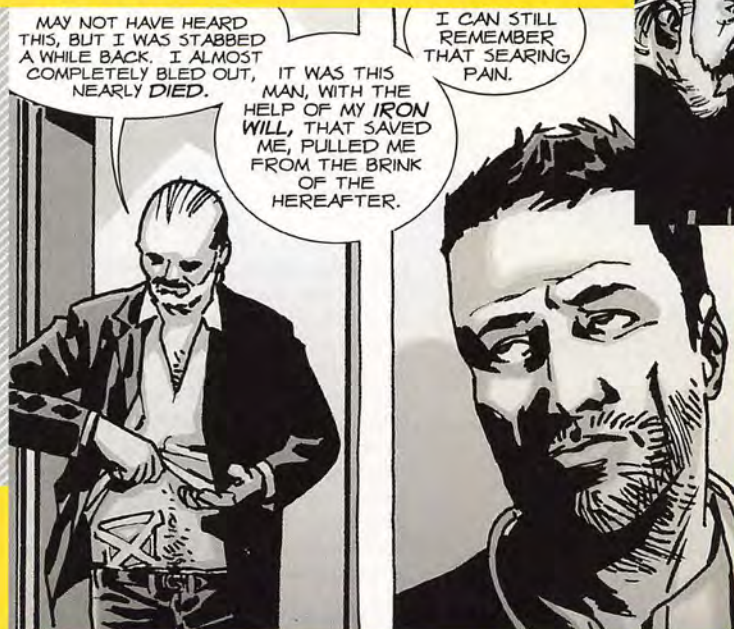
Specializing in forensic, child and adolescent, and adult psychiatry, Dr Kambam is in private practice in Los Angeles. Additionally, he provides psychiatric consultation to court mental health services and juvenile justice for the Los Angeles County Department of Mental Health. He holds the academic appointment of Assistant Clinical Professor in Psychiatry and Biobehavioral Sciences at the David Geffen School of Medicine at UCLA. Some of his academic interests include the interface of media and mental health issues, professionalism and ethics in psychiatrists' interactions with the media, and civil and criminal forensic psychiatry.

V ASILIS K POZIOS, MD

Dr Pozios specializes in forensic and adult psychiatry. He has a private forensic psychiatry practice in Detroit, and also treats prisoners in correctional facilities. He has a particular interest in mental health stigma reduction and public policy, having worked in Washington, DC, as a congressional fellow in the office of the Chairman of the US House of Representatives Committee on the Judiciary. He has published articles on mental health and the media, as well as on such topics as violence risk assessment, expert witness testimony, and immigration detainee health care.

Find out more at: www.BroadcastThought.com
Follow on Twitter: @BTdocs

THE EGO HAS LANDED



THE DANGER IN RELYING ON A LEADER LIKE GREGORY IS THAT HE'S TOO SELF-ABSORBED TO PUT HIS COMMUNITY'S NEEDS FIRST.

And when your ego's the center of the universe, it's hard to identify with the feelings of others. After Gregory is stabbed in issue 96, he describes his pain as "quite severe" and asks Rick if he "ever had to deal with something like this?" When Rick responds that

he was shot twice and lost his hand, Gregory answers: "Oh... I hadn't noticed." Very perceptive!

But if Negan's a malignant narcissist, Gregory would be more of a *benign* narcissist. He's not out to damage others or exploit them for his own ends.

Yet, the danger in relying on a leader like Gregory is that he's too self-absorbed to put his community's needs first. In some ways, Gregory's just trying to keep the status quo. And like Negan, he's clearly not a transformational leader.

So, is it any surprise that Gregory stands with Negan at the start of 'All Out War'?

WHAT ABOUT GREGORY? The leader of the Hilltop Colony certainly displays narcissism. When Rick meets him for the first time in issue 95, Gregory presumes that Rick surely is not staying in any place "as nice as this [the Hilltop]." Gregory goes on, "I know this place is pretty impressive. It's taken a lot of hard work on my part to make this possible... but it's hard work that's really paid off."

Here we see Gregory's need for admiration and his exaggerated sense of self-importance. Despite taking all the credit, Gregory depends on men like Jesus to ensure the Hilltop's survival. Talk about a team player.

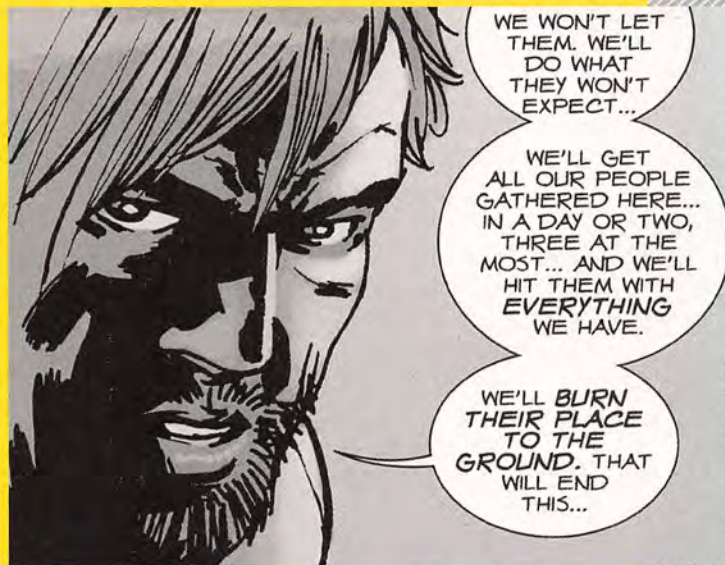
A MAN WITH A PLAN

Rick Grimes may be a sheriff, but he's no boy scout. He leads a group that savagely kills the Hunters after they take Dale. And this isn't the only time he's gotten blood on his hands. When Ethan tries to kill Gregory, Rick slits Ethan's throat. After learning that Pete Anderson abuses his own wife and son, Rick attacks Pete. What's more, leading up to the 'All Out War' story arc, we learn that Rick had been deceiving his people, having them believe that they were just submitting to Negan's demands.

So is Rick more like Negan than we care to admit?

Not necessarily.

The *why* of Rick's behavior is important here. While psychopaths engage in habitual callous and uncaring acts, Rick has his eye on the greater good. He tries to protect those who can't protect themselves. And he



justifies keeping his plans top secret for the safety and wellbeing of his group.

Even when it comes to war, Rick shows concern for others in ways that Negan does not. He comments to Andrea that he's



concerned about "casualties" of war (issue 115). His followers aren't pawns, they're people. Contrast that with Negan's "soldiers," whom Negan treats as absolutely expendable.

Rick justifies the war as necessary so that all of his people can have a brighter future. He explains to Eugene in issue 115: "The only way to... preserve life... [is] the bad ones have to die. Or made not to be so bad."

WHILE PSYCHOPATHS ENGAGE IN HABITUAL CALLOUS AND UNCARING ACTS, RICK HAS HIS EYE ON THE GREATER GOOD.





What's more, food and security for his people aren't enough; Rick seeks love, esteem, and self-actualization. He sees potential for something greater that Negan never strives for. Even more so than Ezekiel, Rick is a *transformational leader* – a leader who wants to make life better for his community.

After all, Rick isn't comfortable with the status quo and wants to do something about it. For instance, Rick tells Andrea that in five years time there will be no roamers if his group is "proactive" (issue 97). Such an approach is a hallmark of a transformational leader, as opposed to a transactional leader's responsive approach.

One of the most striking examples of Rick displaying this leadership style is in issue 96 when he explains what it was like when he first saw Alexandria. He exclaims: "I saw the future. Not a perfect place, not by a long shot. But it's a foundation. The start of something historic. I see a world without roamers. A world where children play in these fields. A world where we don't have to be scared anymore. We can rebuild civilization now. We can finally stop surviving, and start living."

Yet to assume leadership to pursue his vision, Rick must be a narcissist, right? Wouldn't he need to believe he is 'special' enough to know what's best for the Alexandria community?

Like other strong leaders, he has to believe in his own abilities in order to inspire others. However, Rick doesn't share Negan's lack of empathy, exploitive nature, and grandiosity. He even questions his role as a leader at times, wondering if he's making good decisions. And rather than rule with an iron fist, forcing his worldview on others, Rick encourages others to gain this perspective for themselves.

TO ASSUME LEADERSHIP, RICK MUST BE A NARCISSIST, RIGHT? WOULDN'T HE NEED TO BELIEVE HE IS 'SPECIAL' TO KNOW WHAT'S BEST FOR THE COMMUNITY?



Despite Rick's desire to reinstall civilized society, his message of hope fades as his followers find themselves increasingly concerned instead with basic survival. Maggie puts family first in her decision to relocate to the Hilltop. Even Rick's son, Carl, questions the wisdom of holding on to pre-apocalyptic sensibilities.

In this new world disorder, Carl is a barometer of the survivor psyche. His traumatic transition from childhood to adolescence symbolizes the end of innocence for all survivors. Post-apocalyptic society's growing pains are reflected in his struggles, and Carl's progressively antisocial behavior serves as a metaphor for the malleable morals of society.

CARL GRIMES IS A BAROMETER OF THE SURVIVOR PSYCHE. POST-APOCALYPTIC SOCIETY'S GROWING PAINS ARE REFLECTED IN HIS STRUGGLES.

THE NEW NORMAL

His moral compass may be slowly pointing away from Rick and quickly toward Negan.

By our standards, Carl's antisocial behavior at such a young age would foreshadow a self-destructive – and likely criminal – life trajectory. But post-apocalypse, is his behavior less aberrant and more adaptive than Rick's?

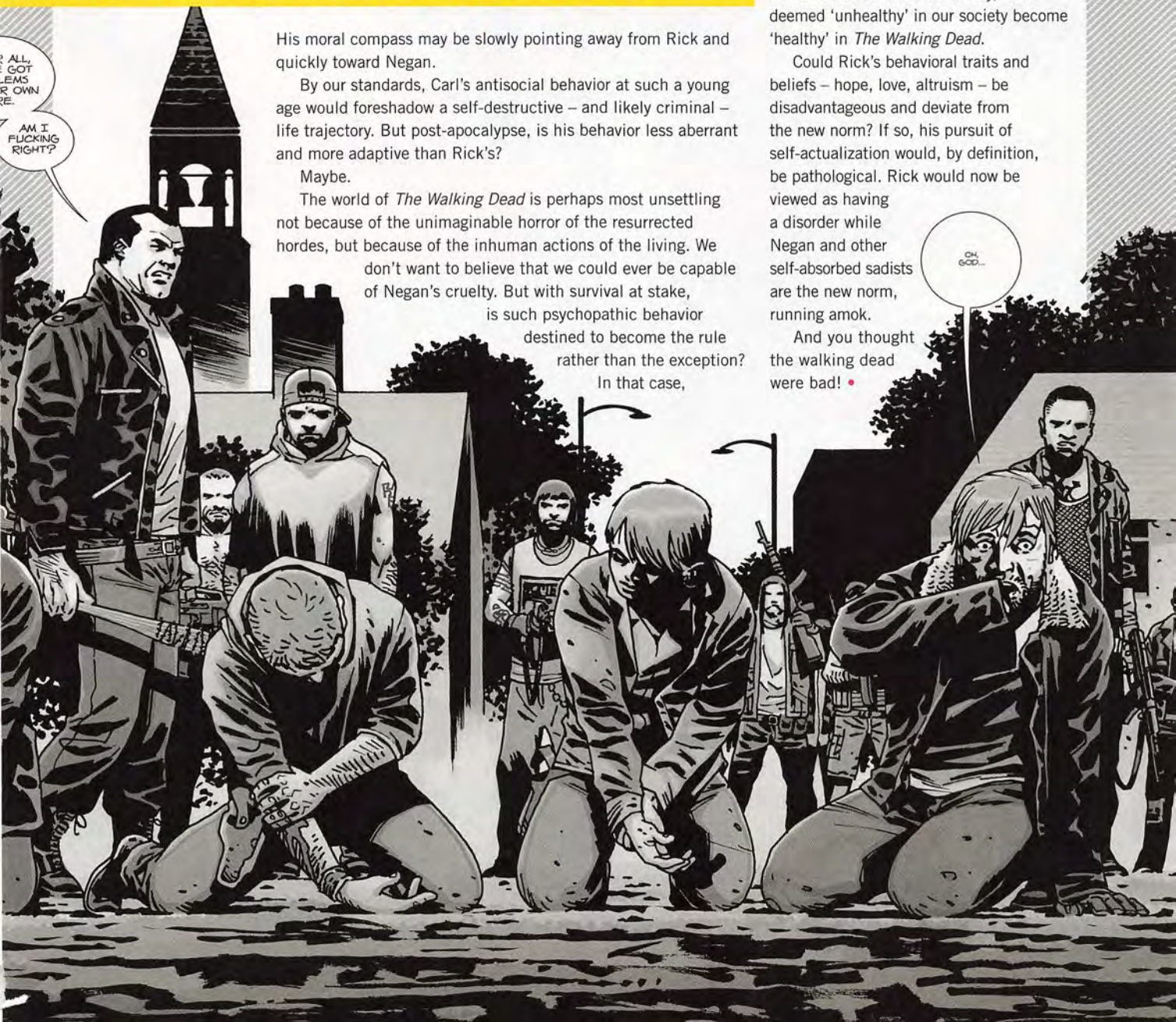
Maybe.

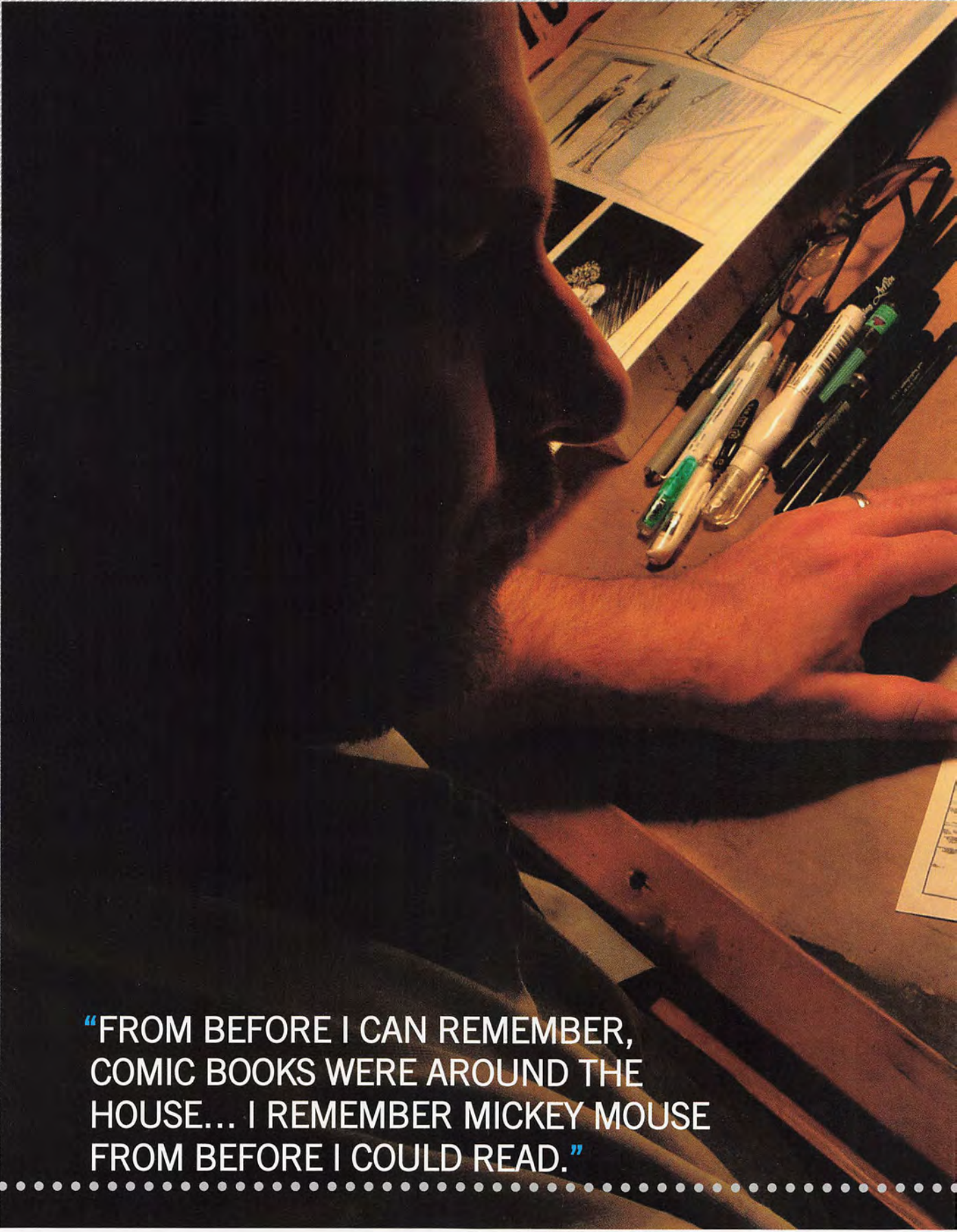
The world of *The Walking Dead* is perhaps most unsettling not because of the unimaginable horror of the resurrected hordes, but because of the inhuman actions of the living. We don't want to believe that we could ever be capable of Negan's cruelty. But with survival at stake, is such psychopathic behavior destined to become the rule rather than the exception? In that case,

empathy would become a weakness. Trust, a liability. Faith in anyone other than yourself could spell certain death in a kill-or-be-killed world. Suddenly, traits deemed 'unhealthy' in our society become 'healthy' in *The Walking Dead*.

Could Rick's behavioral traits and beliefs – hope, love, altruism – be disadvantageous and deviate from the new norm? If so, his pursuit of self-actualization would, by definition, be pathological. Rick would now be viewed as having a disorder while Negan and other self-absorbed sadists are the new norm, running amok.

And you thought the walking dead were bad! •



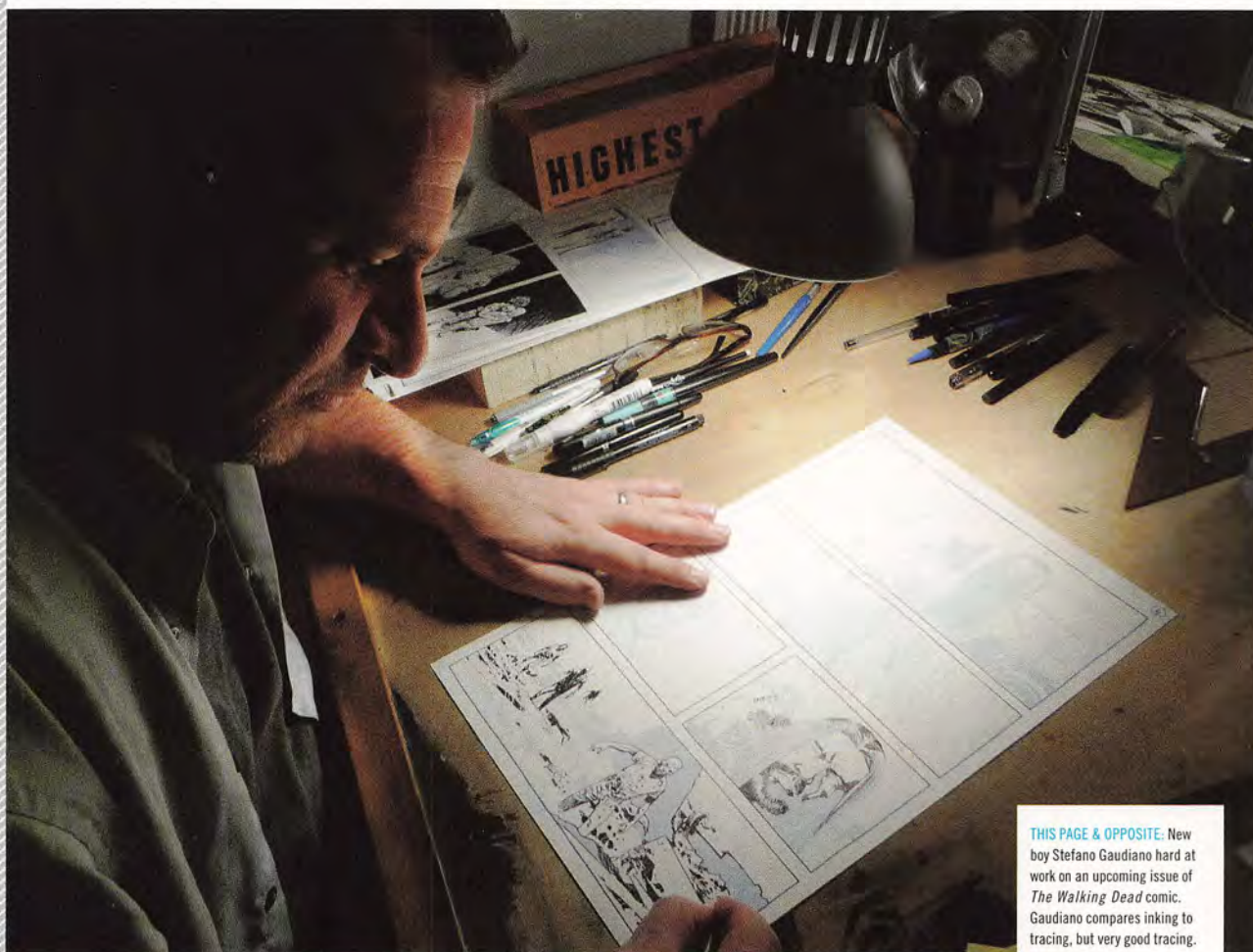


"FROM BEFORE I CAN REMEMBER,
COMIC BOOKS WERE AROUND THE
HOUSE... I REMEMBER MICKEY MOUSE
FROM BEFORE I COULD READ."

A hand-drawn comic book page for 'The Walking Dead'. The page is divided into five panels. The top panel shows a close-up of Rick Grimes. The second panel shows a close-up of Daryl Dixon. The third panel shows a close-up of Rick Grimes. The fourth panel shows a close-up of Daryl Dixon. The bottom panel shows a wide shot of a zombie horde in a field.

MONSTERS' *Ink*

The start of 'All Out War' in October last year marked many changes to *The Walking Dead*, not least in its personnel due to an increase in release frequency of the single issues. New additions to the staff included inker Stefano Gaudiano who joins *TWDM* for a chat about his art, what it's like inking Charlie Adlard and how it feels to be the new boy. INTERVIEW & WORDS: Stuart Barr



THIS PAGE & OPPOSITE: New boy Stefano Gaudiano hard at work on an upcoming issue of *The Walking Dead* comic. Gaudiano compares inking to tracing, but very good tracing.

Inker Stefano Gaudiano is a new addition to the tight-knit *Walking Dead* creative team, joining from issue 115 for an epic 12-issue story, 'All Out War,' which has also seen the comic switch to an ambitious bi-monthly publishing schedule.

Italian by birth, Gaudiano's family moved to the US when he was in high school where he began working on fanzines. Inspired by Kevin Eastman and Peter Laird's *Teenage Mutant Ninja Turtles*, a teenage Gaudiano self-published his first comic, a black and white anthology title, with some likeminded friends. At college, he met writer Steven T Seagle and the pair collaborated on the six-issue series *Kafka*, which would go on to be nominated for an Eisner Award (recently republished in trade paperback by Image Comics).

After making his professional debut, Gaudiano went on to work on a number of titles for independent publishers while also working as a commercial artist on animation and games projects. He says: "Eventually

I landed at DC Comics, at this stage I was penciling and inking my own work."

While at DC, Gaudiano decided to make the transition from pencils to inks. Speaking frankly, he admits without regret: "I'm a better inker than penciler, basically. I really enjoy it. I like working with other people. My first inking job was *Gotham Central* for DC Comics in 2003 and I did that for a few years. From there, I moved to Marvel and worked on *Daredevil*."

It's clear that working on comics is more than just a way to pay the mortgage and Gaudiano

is an enthusiastic fan of the art form, whose love of the medium goes back to his Italian childhood. "From before I can remember, comic books were around the house," he explains.

Perhaps surprisingly for an artist associated with dark and noir-ish work, it is Walt Disney's most treasured creation that is his formative comics memory. "It was Mickey Mouse... I remember that character from before I could read."

The comic book industry is dominated by English language-speaking countries, but the work of the likes of Hergé, Goscinny, Uderzo, Moebius, Otomo and many others proves there's life beyond the USA and UK. In fact, comic books were so popular in 1970s' Italy that even the Vatican published its own range. This proved to be another major influence on Gaudiano's

"MY ASSUMPTION AS A CHILD WAS THAT COMICS WERE DONE BY MACHINE SOMEHOW. THEN I REALIZED THAT PEOPLE ACTUALLY DRAW THIS."

young imagination: "Within the book, they had a variety of stories, ranging from humor to adventure to educational things. I was constantly exposed to a variety of art styles, genres and stories."

At the same time, more mature comic 'magazines' were finding their way into the household. One of these was the legendary French magazine *Métal Hurlant*, aka *Heavy Metal*. "I was exposed to these amazing artists, like Philippe Druillet and Alberto Breccia. The latter did this series called *Mort Cinder...* I just loved the artwork on that."

Gaudiano credits Marvel for inspiring him to become an artist. "The first time my parents gave me money and said, 'Go get what you want,' I just zeroed in on *Spider-Man*," remarks Gaudiano, adding that Stan Lee's highly individual and conversational style was key to drawing him in. "That thing he did where he addressed the reader and introduced not only himself but [the artists], giving them nicknames, 'Jazzy' John Romita, it made me think, 'Wow! It's not all done with rubber stamps.'"

Gaudiano laughs at the irony of this adolescent notion in light of his career. "When I saw *Donald Duck*, my assumption was that it was done by machine somehow," he chuckles. "Then all of a sudden, I realized that people actually draw this."

Although Gaudiano had made the transition to working as an inker by the time he came to Marvel, tight scheduling and the commitments of the regular artist did mean he was able to realize a childhood dream and pencil a few pages of *Spider-Man*. "And for once I didn't choke," he says. "One of the problems I've had as a penciler is that I get completely tangled up in all the details. Give me someone else's art and I'll trace it. That's much easier. But

when it came to *Spider-Man*, I tapped into it, turned around five pages and made the deadline."

Gaudiano has given some thought to the underlying reasons for inking being his true calling as an artist. "I grew up in a family with three brothers," he explains. "I used to like tracing things. I remember being somewhat teased for a drawing that I'd traced, a cover of *Captain America* by Jack Kirby, and one of my older brothers would say, 'Well, you've traced it.' 'Yeah, but look at how well I've traced it.'"

He laughs at the memory.

Does he still face that childhood accusation, that what he does is just tracing? "I totally embrace that actually," he responds immediately. "I don't want to put myself down and I don't want to put any of my fellow inkers down, but I think of it as tracing."

Disarmingly honest, perhaps surprisingly so, Gaudiano is clear that inking is both a craft and a skill. "Looking at Charlie Adlard's art, you can very easily suck the life out of [it] if you don't tap into something within yourself, without putting some level of inspiration into the work."

"I SEE A LOT OF INKS THAT LEAVE ME COLD. SO I VALUE WHAT I DO A LOT... I THINK IT'S A GREAT CRAFT TO MASTER."

STEFANO GAUDIANO FACT FILE

NAME: Stefano Gaudiano

PROFESSION: Inker, artist

PLACE OF BIRTH: Italy

BIOGRAPHY: As his name suggests, Stefano Gaudiano is of Italian descent, moving to Denver, Colorado in his teenage years. At the age of 16, he started to self-publish his own comics, which led to his first professional gig, working with writer Steven T Seagle to create the six-issue series *Kafka* (recently republished by Image Comics). He has since worked on a whole host of titles, most notably as inker on *Daredevil*, *Gotham Central* and *X-O Manowar*. He started work on issue 115 of *The Walking Dead* to help ensure the 12-part 'All Out War' meets its bi-weekly schedule.

ARTIST'S BLOG:

stefanogaudiano.blogspot.co.uk



"I see a lot of inks that leave me cold. So I value what I do a lot... I think it's a great craft to master and you can do it well, or you can do it very poorly, but in my mind you can still call it tracing. It's a completely different level of creative investment than penciling. I'll be frank, I've worked with a number of artists who I don't think draw as well as I do, but oh my God, they can put out a story in an interesting way... Being a competent penciler is one of the most difficult jobs that you can have in the commercial art field."

Gaudiano has an interesting analogy to describe his craft: "The most flattering thing I can compare inking to is a singer where someone else has written the song. If you are Frank Sinatra, you are going to just kill it. Sometimes as an inker I've felt like I've been able to take something that might have been mediocre and elevate it into something good. But still, I didn't write the song."

Throughout his time working on *The Walking Dead*, resident artist Charlie Adlard had inked all his own pencils, but, as Gaudiano explains, the ramping up of the publication schedule for 'All Out War' meant help was required.

"Robert Kirkman got in touch and said they were doing this incredible thing, they were going to publish the book twice a month," he states. "Even though Charlie can work insanely fast, it would have been too much for him... and they asked if I was interested."

Clearly he was, with the first few issues featuring



his inks already having hit newsstands (his first issue, 115, was released in October last year), how far in advance of publication does he work? "Not that far actually," he says. "I think I am about three and a half issues ahead of the publishing schedule right now. Considering that it's coming out bi-weekly, I feel like I'm just catching up. I only ask for the scripts at the last possible moment because I don't read ahead, I like to focus on what I am working on."

Despite having contributed to a number of superhero titles in the most recent phase of his career, Gaudiano sees *The Walking Dead* as a natural fit. He says: "A lot of the books that I've worked on were more street level books in the superhero genre, like *Daredevil*. Even though the guy wears a bright shiny costume, there is always something shadowy going on."

Gaudiano reveals that one challenge comes from working with Adlard's amazing pencils. "A lot of the time, when people are





THIS PAGE & OPPOSITE:

Some of the more recent ink work of Gaudiano (pictured at his desk, top left). It's not the same as Charlie Adlard's — every artist is different, after all — but it stands up well to comparison.

writing a personal song and then allowing someone else perform it.

From the readers' point of view, the switch, although understandably noticeable, has not been so obvious as to be detrimental to their enjoyment of the comic. This is a big compliment to Gaudiano's impressive inking.

A fan of *The Walking Dead* beforehand, Gaudiano admits that his new job interferes with his own enjoyment of the story. "I like getting the trades, because they're like potato chips," he explains. "That's been frustrating. I get the art piecemeal, so I get the cliffhangers and have to wait to find out where it's going. I think I know less now than I used to when I was just an average reader of *The Walking Dead*."

One last question before we have to let Gaudiano return to inking the next issue, but it's a good one: have Kirkman and Adlard managed to gross him out yet? "Oh God, yes!" he laughs. "On the issue I'm working on right now, when I saw the conclusion, I shot off an email. What a horrific cliffhanger!"

We can't wait! •

working on a monthly schedule, you get pencils that are a little bit on the loose side. You have to go in and make certain decisions about how to place blacks or which textures you are going to use. Charlie gets it all worked out in the pencils. My challenge is how not to mess it up... I need to dig a little bit deeper and try not to take away more than I can put back in.

"Technically it is really easy, but it becomes more of a challenge to do something that's greater than just a competent job," he continues. "I feel like it is going to take a few issues before I start flowing with my line work. It's never going to be as good as when Charlie inks himself, but maybe I can play along and bring a little bit more of myself into it without ruining what he's already got."

"THE MOST FLATTERING THING I CAN COMPARE INKING TO IS A SINGER WHERE SOMEONE ELSE HAS WRITTEN THE SONG."

On the flip side, it's been a strange transition for Adlard too, who told *TWDM* at a recent signing of his book, *The Art Of Charlie Adlard*, that having someone else ink his pencils was an unusual experience. Traditionally, he's always inked his own art, but he was slowly getting used to seeing someone else's inks. To flip Gaudiano's earlier analogy, for Adlard, it must be like

GOD IS IN THE DETAIL

The work of Donna Premick, Taylor Knight and Eulyn Womble on AMC's *The Walking Dead* may go unnoticed by the vast majority of viewers, but their contributions to the show as the heads of makeup, hair and costume are vital for its verisimilitude. *TWDM* met up with all three at the start of season four to discover how much attention and detail goes into creating each and every character. **WORDS & INTERVIEWS:** Tara Bennett

It's mid-afternoon on AMC's *The Walking Dead* prison set and the core cast is sitting under a portable tent so they can protect themselves from the hot Georgia sun. They're under the watchful eyes of two crew personnel in particular that examine each to make sure they're not burning or melting under the elements. Donna Premick is the department head for makeup, and Taylor Knight is the head of the hair department. Together, it's their daily task to make sure the cast and extras look like they are authentic human survivors of a zombie apocalypse. They don't make the gory, gnarly looks that Greg Nicotero and the KNB FX Group create, rather they craft the day-to-day

looks of Rick, Carl, Daryl and the rest of the humans that exist in the world of the show.

Both carry oversized bags with the tools of their trade, including makeup kits, propriety concoctions of faux dirt and fake sweat, sunscreen in bulk, along with brushes, applicators and everything else you can think of to apply it all. After touching up Andrew Lincoln's look, Premick explains her mandate is "to make [the cast] look like what they have been through. We have to dirty them up. We have to bronze them up and make their skin look rugged, like they've been outside tilling the garden. But he hasn't," she smiles at Lincoln. "He's been in England getting pasty white, so when he comes here we have to grow the beard out and color the beard in and get that dirt under his nails. It has to look like they never have time off and that it's a progression over time."

IT'S HOT AS HELL OUT HERE

While most shows shoot inside temperature controlled sets for the majority of an episode, *The Walking Dead* team is more often out in the harsh spring/summer/fall Georgia weather, which wreaks havoc on the fragile humans shooting in it.

"Every time the cast comes back here, all of their skin goes through a break-out process because they're not used to the humidity," Premick shares. "Most of them come from dry climates, so here they get a lot of red splotches. I'm always trying to find products that will help them. But the biggest thing is the sunscreen and keeping it on them. On a day like this, they think, 'I'll be out for one scene,' and will be fine. No, no! Once they're out here for an hour or two, they forget. We have to be there to remind them."

Yes, that bronze skin sported by most of the cast is actually fake: a mixture of bronzer, dirt and sunscreen applied by Premick and her core team of Yolanda Sheridan, Amber Crowe, and Duane Saylor as their fourth chair.

"We put on a certain type of sunscreen on their faces, and then we use certain foundations on different people accordingly to what their skin type is," explains Premick. "We add another layer of sunscreen, then dirt and then another layer of sunscreen for protection."

"THEY HAVE TO LOOK SEMI-ATTRACTIVE EVEN THOUGH THEY HAVEN'T TAKEN A SHOWER IN MONTHS. IT'S ALL GOT TO BE SEXY, SEXY, SEXY. I THINK WE'RE DOING IT." **DONNA PREMICK**



Just as protected is the actors' hair. This takes the brunt of the sun every day they shoot. Knight explains that all of the cast have highlights and color that she and her team maintain. "The sun is brutal," she says. "We constantly maintain the colors to keep the sun-kissed look. We use a couple of different lines to keep that look. We go ahead and style the hair and they go out with a sweaty look, because they start sweating immediately out here, or we can activate it with water. The sweaty texture is a concoction we made up when we first started, as soon as we saw we would be fighting the elements. You activate it with water between takes and it looks good. It's like a sexy sweat, while Donna does sexy dirt," Knight laughs.

CHANGING IT UP

Knight says at the top of the season the producers give them any changes they want instituted and the two teams work together to make it happen.

"Everything is run through Gale (Anne Hurd) and the showrunner, who is Scott (Gimple) this year," she explains. "The ideas are theirs and we execute them. It's a team effort between the powers that be, the actors and Donna and I. They are changing the look this year because they want it to look like they've been tending the fields. So I think the biggest change is their beards are getting longer. Andy is really gray right now so he wants more of it shown in his hair and his beard, as it shows a period of time and how rough he's had it.

"THE SUN IS BRUTAL. WE CONSTANTLY MAINTAIN THE COLORS TO KEEP THE SUN-KISSED LOOK."
TAYLOR KNIGHT



"ANDREW LINCOLN'S BEEN IN ENGLAND GETTING PASTY WHITE, SO WE HAVE TO GROW THE BEARD OUT AND COLOR IT AND GET THAT DIRT UNDER HIS NAILS." DONNA PREMICK

"But all of their hair is growing," she adds. "They have maintained that someone does trim hair in the prison. A long time ago we established it was Lori, when we did a scene in the first season where she was trimming hair. We haven't seen this year who does it, but I'm sure there is someone from Woodbury who did hair in the barbershop. When we cut their hair, it has to look like we didn't do it."

Knight's team consists of Vince Gideon and TA Henderson, and fourth chair Linda Thompson. Between them, they handle the hair and wigs for the entire cast and extras, bringing in more help as needed.

Smiling broadly before she and Donna have to go back to work, Knight adds: "I'm proud of it all. It's the hardest job we've ever done because the maintaining of it is so high level, but we're doing it. It's a



TOP LEFT: Sexy and sweaty is the look the hair and makeup team are going for. **TOP RIGHT:** Actor Andrew Lincoln may be sporting a British tan, but his character certainly bronzes up well. **LEFT:** Carl Grimes is a mini-me of Rick (pictured right) in terms of his dress sense.



FROM LEFT TO RIGHT: The changing face of Rick Grimes, from season one to four. The decline is really quite shocking. **BELOW:** Donna Premick adds some goo to this extra.

LOOK LIKE RICK

If you're interested in modeling your look to match Rick's ragtag family of survivors, experts Donna Premick and Taylor Knight have given *TWDM* an exclusive shopping list of products they use for every cast member:

Redken Hair Color and Moroccanoil Line – it stands up to the intense sun well
 Laura Mercier Foundation
 Ocean Potion Sunscreen SPF 45
 Clear Zinc Oxide
 Burt's Bees Pomegranate Lip Balm
 Frogg Togg Chilly Pad towels – their secret weapon against the heat and humidity

challenge all the time. There are always new things that come up and new things they ask of us. It's great because you are constantly changing and making it work through their eyes; what they want us to create. It's not dull. You go to another show and it's beauty. It's hard but it's fun."

Premick continues: "We have to make sure it looks like they're not touching their hair and face. It needs to look like they don't do anything, but believe me we do a lot to have it look like that."

"I remember when we were told they have to look semi-attractive even though they look like they haven't taken a shower in months," she laughs. "It's all got to be sexy, sexy, sexy and I think we're doing it."

BEST DRESSED

Inside the sound stages, another core member of the visual aesthetic is costume designer Eulyn Womble, who's in the process of tracking down some fabric for costumes she's putting together for episodes three and four. A native of Cape Town, South Africa, Womble's warm accent fits perfectly with her calm space as she tells us about her costuming choices for season four.

"Each season pretty much opens with Rick," she explains and that is her aesthetic launching point every year. "In the first season, we saw him in the sheriff shirt, in that tan color, so every season when we open, I use the same color. The second season was the white shirt, which was part of the sheriff's uniform. This year, Rick is a farmer so it's the same tan color again."



The shirt is very ratty and he's wearing a Henley underneath so you know something is different. He's wearing gloves with a beard. He's got the same sheriff colors, but he's in a new role now. You see him and wonder what's going on."

She continues: "In the new season, everybody has their jobs, so I've gone with each person dressed in the direction of their jobs. Maggie, for example, is on watch with guard patrol, and they all dress in darker colors, such as army green. Carol is the teacher and she's more utilitarian. She's got cargo pants instead of the flowy things she wore before. Now it's a combination of lacy tops with combat boots. Carl is a 'mini-me' of Rick. He looks like his dad. In other seasons, I played around with him looking like Shane, and wearing a Daryl-like vest for a bit, but now he just looks like his daddy."

"THE BIGGEST CHANGE THIS SEASON IS THE BEARDS ARE GETTING LONGER. ALL OF THEIR HAIR IS GROWING."
TAYLOR KNIGHT



FAMILY BUSINESS

While Womble's own parents were not in the clothing or design trade, her grandmother Margorie was a talented seamstress, and Womble often credits her natural talent for costuming to her granny. Advised against a life in design, Womble actually studied for a commerce degree at university before deciding to follow her dream. She went on to assist and study with some top South African designers, including Dicky Longhurst, and worked for such clients as Nescafe, M&M's and BBC World, before making the big move to the US.

She's been working on *The Walking Dead* since the very beginning, so is perfectly placed to see how all of the characters' clothing has changed over the course of the show's run. In season four, Hershel, for instance, took on much more of a legitimate leadership role, sitting on the prison council and making important decisions for the good of the group, so "He's a little more serious now," she explains. "I cleaned him up a little bit, by taking his top button all the way to the top, like Hershel in the comic books. It made him a little more serious and put together."

Small changes they may be, but the effect can be dramatic. There have been subtle changes to the wardrobes of both Beth and Michonne, but they have helped define the emotional states of these two fractured characters. "Beth's look has evolved," notes Womble. "She had a boyfriend in the first episode, but she's tougher – she goes to the fence to do the culling as well. She looks after Judith. She's a long way from the girl who tried to kill herself in the farmhouse of season two."

"Michonne has to stand out and be the power woman on the show, but they allow us to have some fun with her wardrobe. Danai has some amazing scenes with the baby, so you see a softer side of her and I did put her in lilac. I've given her some color, which is a little softer."

FASHION CONSCIOUS

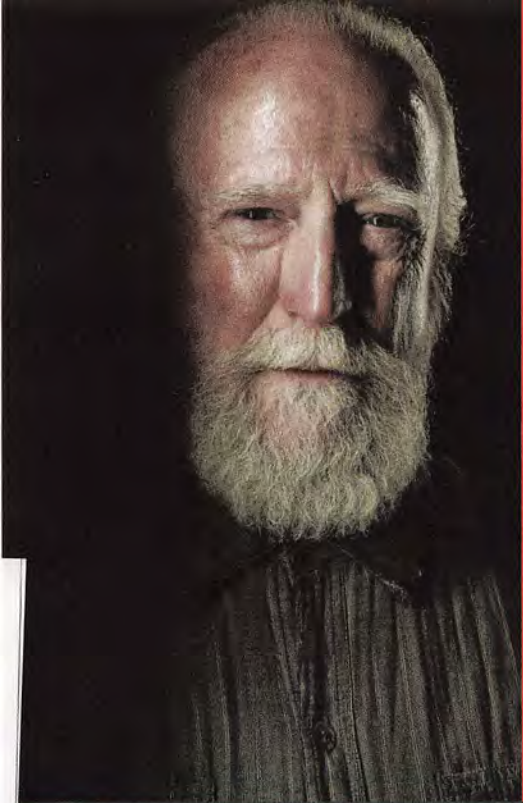
It's interesting to see how costume can effect the perception of a character. Costume is often easy to ignore or even

forget that anyone is in charge of designing it. For instance, costume designer Phyllis Dalton's remarkable work on *Lawrence Of Arabia* missed out on both Oscar and BAFTA nominations because it was mistakenly thought the Arabs had provided their own clothing; in reality, she'd dressed more than 100 of them. Perhaps it's the greatest compliment to a designer of a show based in a 'real' setting that their work passes without notice, but *TWDM* is happy to give credit where credit is due.

Womble's work on the show has helped make it feel convincingly real, despite being set in the fantasy world of a zombie apocalypse. The fabrics she uses

ABOVE RIGHT: Eulyn Womble's design sketches for Michonne's vest.
RIGHT & MIDDLE RIGHT: Beth (Emily Kinney) and Zach's (Kyle Gallner) clothing are a mix of the practical and the youthful.
BELOW: Donna Premick makes sure this walker looks the part.

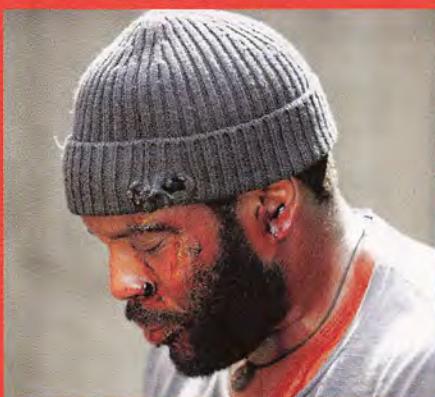




"HERSHEL WAS A LITTLE MORE SERIOUS THIS SEASON. I CLEANED HIM UP A LITTLE BIT, BY TAKING HIS TOP BUTTON ALL THE WAY TO THE TOP, LIKE THE HERSHEY IN THE COMIC BOOKS." EULYN WOMBLE



"KAREN'S APRON WAS PRETTY BADASS. WE CUT IT DOWN THE MIDDLE AND MADE THESE APRON PANTS. IT'S LIKE A BUTCHER." EULYN WOMBLE



for both the survivors and the undead never feel out of place in that world, while at the same time help define those characters.

"Tyreese is an interesting character because he's a big toughie, but he wears the yin and yang necklace so he's spiritual," notes Womble. "He had a love interest this season (Karen – played by Melissa Ponzio), so I dressed them in similar palettes to each other. When they were together, they looked like a unit. She might have had on a navy blue shirt with white dots, and he has navy blue pants with a white shirt. So that's the fun I have with them. They looked like a couple."

Womble continues: "I had the most fun with Karen's job, which was culling walkers at the fence. The idea in the script was they have aprons and gloves hanging on the fence for when they do their job. Karen's apron was pretty badass. She looked cool because we cut it down the middle and made these apron pants. It's like a butcher."

It sounds like there's more to job satisfaction than just designing suitable outfits. "I have had a lot of fun with the children," she says. "These children are six, eight, maybe 10 years old, so they've grown up in the apocalypse. They don't remember television or the media telling them what they are supposed to be wearing. We had them put little spins on their outfits, like tying things on the side. I had so much fun and it took me back to South Africa with the local street kids."

Next time you watch an episode, take a closer look at the costume, hair and makeup and think how different things would be if these didn't work in harmony with the characters. That's the skill, talent and artistry of Premick, Knight and Womble. Their work is deliberately not as eye-catching as the gore of KNB EFX, it's designed to be ignored, but it is just as vital for making the show as amazing as it is. •

TOP: Hershel's (Scott Wilson) clothing was closer to his comic book self this season. **ABOVE LEFT:** Karen's (Melissa Ponzio) badass butcher's apron. **ABOVE MIDDLE:** The colors of Tyreese's (Chad Coleman) clothing was complementary to Karen's. **ABOVE RIGHT:** Kids like Lizzie (Brighton Sharbino) gave Eulyn Womble the opportunity for child-like expression.

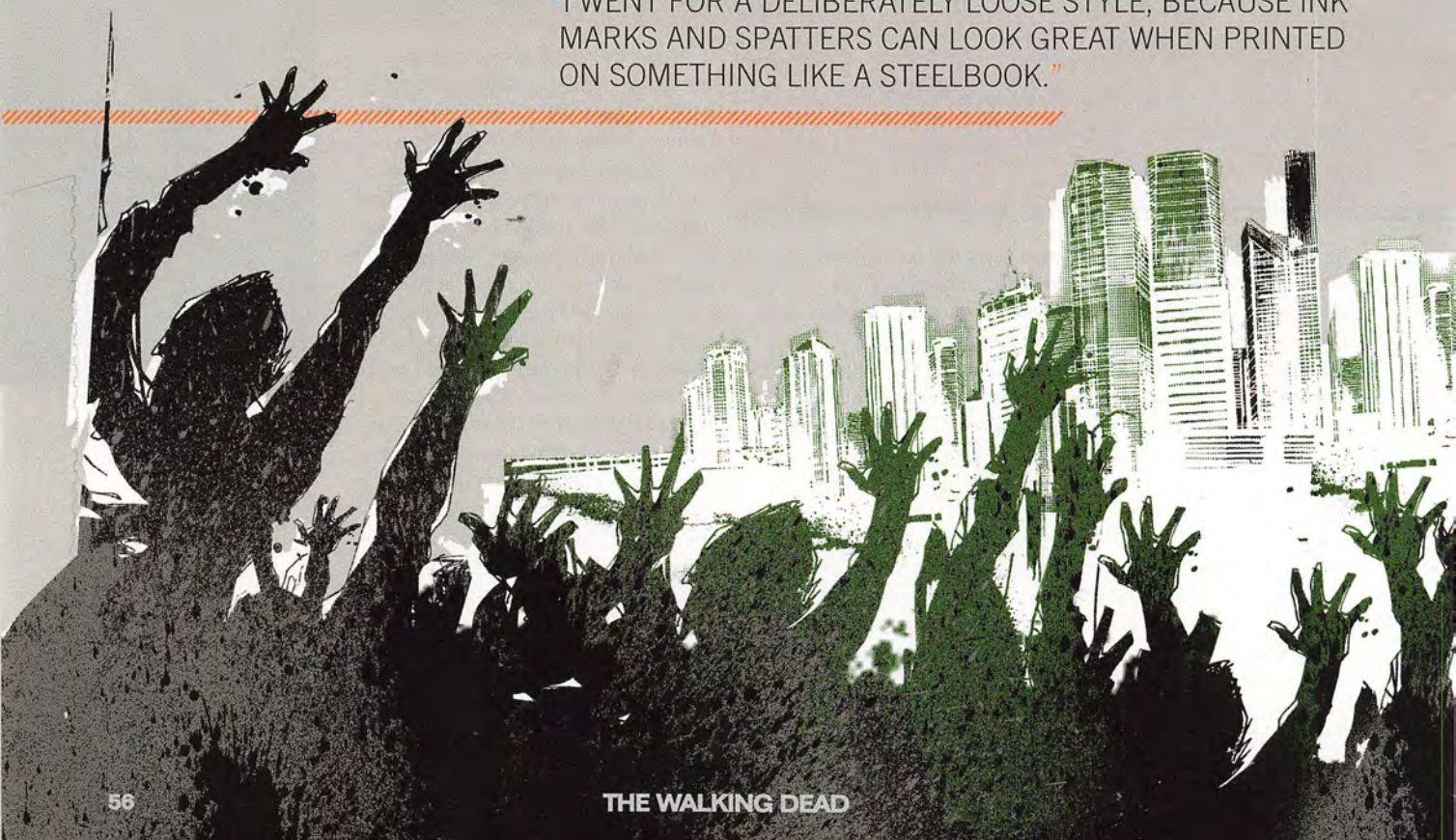
MAN OF STEEL



Often with US properties, other territories can be left behind when it comes to 'special' home entertainment editions. But not so with the UK release of AMC's *The Walking Dead* – not only has UK supplier eOne put out the limited 'head case' edition of season three, but it has also recently released exclusive Blu-ray SteelBooks of the first three seasons. To add extra flourish, eOne commissioned comic book and movie concept artist Mark Simpson, better known as Jock, to create unique cover art for the release. *TWDM* chats to Jock to find out more, and showcases his stunning designs.

WORDS & INTERVIEW: Rich Matthews

"I WENT FOR A DELIBERATELY LOOSE STYLE, BECAUSE INK MARKS AND SPATTERS CAN LOOK GREAT WHEN PRINTED ON SOMETHING LIKE A STEELBOOK."



JOCK FACT FILE

NAME: Mark Simpson, aka Jock**PROFESSION:** Artist**PLACE OF BIRTH:**

East Kilbride, Scotland, UK

BIOGRAPHY: Having started his comic book career on legendary British title *2000AD*, Jock is perhaps best known for his work on Vertigo's *The Losers*. However, he's worked on plenty of other successful titles, including *Green Arrow*, *Batman*, *Swamp Thing* and *Hellblazer*.As well as comics, Jock has created campaign art and concept design for various movie productions, including *Man Of Steel*, *Hancock*, *Hanna*, *Iron Man 3*, *Dredd* and, of course, *The Losers*.**OFFICIAL SITE:** www.4twenty.co.uk**FOLLOW JOCK ON TWITTER:** @jock4twenty(Source: 4twenty.co.uk, DCComics.com)

To borrow a well-known phrase – they say you should never judge a DVD or Blu-ray by its cover. But it's nice if that cover is collectible, right? Especially if you know what lurks inside is already something special. So, when UK home entertainment supplier eOne decided it wanted to produce collectible SteelBook editions of the first three seasons of *The Walking Dead*, the company already knew just who to turn to for the artwork.

British comic book artist Mark Simpson – “You can call me Jock; everyone calls me Jock” – has an enviable CV, having worked on everything from revered cult comics such as *2000 AD*, *Judge Dredd*, *Hellblazer* and *The Losers* to big-name mainstream titles like *Batman*, *Catwoman* and *Wolverine*. Jock has also made quite a name for himself in the movie business, producing concept and promotional art for blockbusters such as *Hancock*, *Dredd*, *Batman Begins* and the upcoming *X-Men: Days Of Future Past*.

Jock is very much a part of the wider geek culture, as well as helping to establish the look and feel of the movie versions of some of the world's most beloved characters and worlds. Quite simply, he was the perfect choice.

“I feel very lucky with the way my career has gone,” Jock says. “I set out just to draw comic books, but I've ended up working for all the major Hollywood studios in various capacities on loads of great movies. I do a lot of concept art, promotional work and the like. But you can't plan for that to happen. I mean, I definitely grabbed the opportunities when they presented themselves, but I didn't look for them. Being a freelancer, I feel like you'd go crazy if you actually tried to ‘control’ your career, so the best thing for me is to not worry about it and just focus purely on the art. I think that if I put all I've got into that, then the other stuff will just take care of itself.”

And that seems to have worked. In among all the rest of his wide and varied work, Jock also had previous form in producing striking artwork to give a DVD release a little extra kick of originality. “I worked on a SteelBook for [Indonesian actioner] *The Raid* last year for the same company, eOne,” he says. “The art I produced for *The Raid* was actually an image I did for [British film magazine]



Empire originally, but the director, Gareth Evans, saw it and asked if we could use it for the release of the Blu-ray."

Which they promptly did – and then it went ahead to win a Best SteelBook award in 2012. So, it was a no-brainer that Jock was the man for the job when eOne decided to give a similar treatment to its release of AMC's *The Walking Dead*. And, unusually for an industry populated by more opinions than people, that he should be given free rein to do whatever he thought would work best.

"I had a very open brief," he explains. "I knew I wanted to show the different environments of each season, but after trying a number of different designs, nothing was really working for me."

Jock felt that his initial attempts were too generic for a show as iconic and individual as *The Walking Dead*, so he quickly discarded those initial concepts and went back, well, to the drawing board.

"The guys at eOne suggested that we try a simpler approach, featuring a character from each of the three seasons to differentiate the SteelBooks. It's a fairly simple design, but it works really well."

The three cover stars were quickly agreed upon, with Andrew Lincoln as Rick Grimes for season one, Norman Reedus as Daryl Dixon for the sophomore run and Danai Gurira as Michonne for the third season – a pistol, crossbow and katana representing each of the three cycles of the show. The style Jock settled on for the final covers are a reflection of the show's origins, with the artist approaching them as he would draw a comic book cover.

"They were all drawn in ink, then scanned into a computer and finally coloured in Adobe Photoshop," he says. "I went for a deliberately loose style, because ink marks and spatters can look great when printed on something like a SteelBook. There's something about the way a very organic pen mark can look sharp and strong when it's printed that I knew would work really well for this and would suit the show. I compiled a bunch of reference images first, and then did a number of different drawings before choosing the final ones to present to eOne."

Given that the covers are very much comic book in style, inevitable comparisons crop up with series genius Charlie Adlard's own landmark work on *The Walking Dead*. Luckily, Jock never felt any pressure to mimic Adlard's style, or compete with him on any level.

"From the beginning, one of the briefs was that it shouldn't look too much like the comic book," Jock says. "I know Charlie really well and we do actually draw in a fairly similar way – lots of black and heavy shadowing, very atmospheric. So I didn't alter my style consciously, but I did try to push it into a more graphic approach with the use of color on the covers. I find it never works if you try to change your style anyway – the way you draw is just kind of the way you draw. But I definitely attempted to keep to the TV character models rather than anything from the comic book."

Would he ever consider drawing *The Walking Dead* comic book if he ever got the chance? This draws a laugh, with Jock saying, "That's totally Charlie's domain," before pausing thoughtfully as the idea clearly begins to percolate in his mind... "But saying that, if the stars ever aligned? I would definitely consider it."

And Jock is clear about what makes *The Walking Dead* so special and why it has so powerfully captured the public's imagination: "Zombies!" he laughs, before wryly adding, "No? Not enough? Okay – it's special because both the TV show and the comic book focus on the characters, and the environment and the apocalypse is just a catalyst for their relationships to develop and change."

Ironically, when asked, on a final note, if he has any advice for any aspiring artists hoping to follow in his footsteps, his answer suggests that a decidedly undead-like trait may in fact be key...

"Persistence, persistence, persistence," he smiles. "If you're honest with yourself and feel like you genuinely have something to offer, then you will get there. It just takes hard work." He pauses again. "And did I mention persistence?"

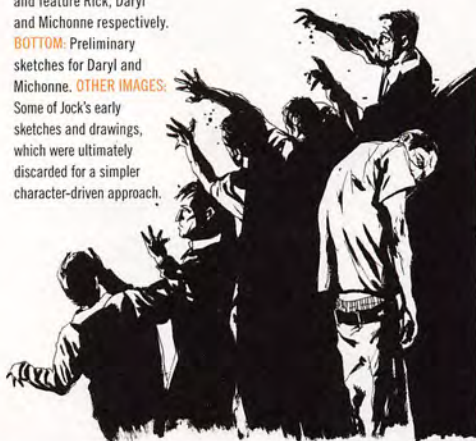
THE STEELBOOKS

AMC's *The Walking Dead* Blu-ray SteelBooks went on sale from eOne on December 9, 2013, priced at £19.99 (season one), £27.99 (season two) and £36.99 (season three). As SteelBooks, these are highly collectible, made all the more so by the numbers being limited to just 4,000 a season. Inspired by the success of its *The Raid* SteelBook, eOne chose to give *The Walking Dead* the same treatment, wanting to make it both special and very different from the original covers. Looking at the end result (pictured right), *TWDM* thinks they nailed it. The SteelBooks are on sale exclusively through The Entertainment Store on Rakuten Play.com: www.play.com/stores/EntertainmentStore/thewalkingdead





PREVIOUS PAGE, BELOW & LEFT: The final artwork for seasons one, two and three are pictured here, and feature Rick, Daryl and Michonne respectively. **BOTTOM:** Preliminary sketches for Daryl and Michonne. **OTHER IMAGES:** Some of Jock's early sketches and drawings, which were ultimately discarded for a simpler character-driven approach.



"I KNOW CHARLIE ADLARD REALLY WELL AND WE DO DRAW IN A FAIRLY SIMILAR WAY – LOTS OF BLACK AND HEAVY SHADOWING, VERY ATMOSPHERIC."





WALKING THE WALK

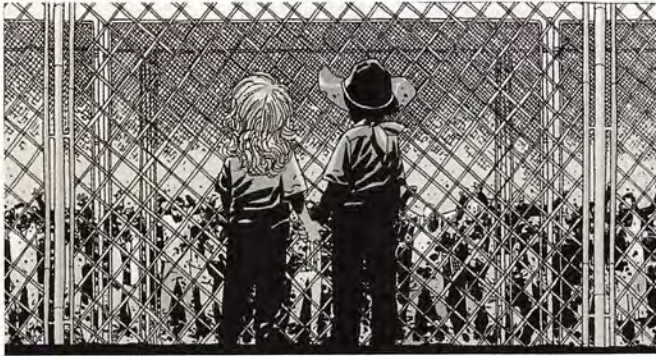
CLARE GRANT

Celebrity fandom is not a new thing – AMC's *Talking Dead* is illustrative of that – so *TWDM* decided to launch a new feature spotlighting some of *The Walking Dead*'s star followers. Launching this semi-regular slot is actress Clare Grant, who shares with us her comic book love, her pop culture passion and her obsession with all things dragons.

INTERVIEW: Tara Bennett



"I AM A HUGE FANTASY GEEK. I LOVE READING ABOUT MAGIC AND DRAGONS; IT'S MY FAVORITE."



A true geek gal, Clare Grant is an aficionado of all things pop culture, from video games to comic books. She's an actress and voice artist for characters such as Latts Razzi in *Star Wars: The Clone Wars* and *Robot Chicken*. Grant is also part of Team Unicorn, a female-centric multimedia production team, which is developing an animated sitcom for Adult Swim under the same name.

WHAT'S THE FIRST GEEKY THING YOU BECAME OBSESSED WITH AS A CHILD?

As a kid, I was first obsessed with video games, especially this series called *Dragon Warrior* [aka *Dragon Quest* — ed.]. It was the nerdiest series of games ever, but it was hugely influential in regards to my general interests in everything from that point on.

When I was a pre-teen, I became obsessed with *Sailor Moon* and that's what turned me into a collector. That's when I became that person who bought three of everything so I could keep one, open one and sell one on the Internet.

WHAT'S THE FIRST COMIC BOOK SERIES YOU REMEMBER MAKING AN IMPACT ON YOU?

The first comic book series I ever read was *Archie*, obviously. I think it's everyone's first series. But my first grown-up series was *X-Men*. I went to my friend's house to play video games and he had a poster of Gambit on his wall. I was like, "Who is that?" He said it was Gambit and he handed me a stack of comics and they were very heavy Gambit-Rogue and their love story. From there, I was an avid *X-Men* fan and comic book reader. It really opened the door for me in terms of reading comics.

SOME PEOPLE FEEL INTIMIDATED ABOUT PICKING UP COMIC BOOKS, SO DO YOU HAVE ANY ADVICE ON HOW TO JUMP INTO IT?

With comic books, there are the overall comics that span across decades. Within

"WHEN I WAS A PRE-TEEN, I BECAME OBSESSED WITH *SAILOR MOON* AND THAT'S WHAT TURNED ME INTO A COLLECTOR."





WALKING THE WALK

CLARE GRANT

those are the individual story arcs that are a fine place to start for anyone. You get a beginning, middle and end for a particular story and then you can choose to move forward and live in that world with more stories. Or walk away to a different series altogether and then try on one of their story arcs for size.

HOW DID YOU GET HOOKED ON *THE WALKING DEAD* BOOKS?

When I moved to Los Angeles, I didn't have any friends and I spent all my time at the Golden Apple comic book store. I became friends with the employees that worked there and they all got to know my comic book tastes.

"THE FIRST *WALKING DEAD* ISSUE WAS SO COMPELLING AND THE CRAZIEST THINGS HAPPEN, SO I HAD TO KEEP READING IT. IT'S ONE OF THE FEW SERIES I CONTINUE TO READ."

One day, I walked in and was bored with my regular superheroes and said, "I need new stuff." They walked me around the store and one of the first things they handed me was the first trade for *The Walking Dead*. I was immediately drawn to it because it was in black and white. I went home and read the actual story. The first book was so compelling and the craziest things happened, so I had to keep reading it. It became one of the few comic book series that I continue to read.

DO YOU HAVE A FAVORITE STORY ARC?

For *The Walking Dead*, I was immediately intrigued by Carl. In the comics, Carl is the one who kills Shane. I was not expecting that. I was so impressed with the writing and the story. It made me realize how much of a human story



"I DON'T WANT TO SEE RICK SEPARATE FROM CARL, AND I'M AFRAID THAT IS GOING TO HAPPEN. I FEEL LIKE IT'S A FATHER-SON STORY, SO MAYBE THEY WON'T SPLIT THEM UP."

CLARE GRANT FACT FILE

NAME: Clare Grant

PROFESSION:

Actress, voice actor, presenter

PLACE OF BIRTH:

Memphis, Tennessee

BIOGRAPHY: Currently starring as the co-host of the Machina webseries *QVG*, a wonderful parody of those dreadful shopping cable channels, only this time the 'bargains' come from the world of video games. If this show demands a decent level of pop culture recognition, then some of her other shows take this geekery to the next level, including the brilliant *Robot Chicken* and *The Guild*.

Grant is perhaps best known as the voice of Latts Razzi in *Star Wars: The Clone Wars*, but she's also voiced Black Widow in the animated *Iron Man: Rise Of Technovore*, and starred in several movies, including *Black Snake Moan*, *Walk The Line* and, most recently, *The Insomniac*.

OFFICIAL SITES: claregrant.com and [Facebook.com/ClareGrant](https://www.facebook.com/ClareGrant)

FOLLOW CLARE ON TWITTER: @ClareGrant

(Source: claregrant.com, IMDb)



"I LIKE TO WAIT FOR TRADES BECAUSE I GO THROUGH SINGLE ISSUES SO FAST. I FOUND THAT IF I READ THINGS IN BULK, I RETAIN INFORMATION BETTER."

it was and not just a zombie story. It's what kept me on. I really enjoy Carl and he's only become cooler.

DO YOU HAVE ANY PARTICULAR COMIC BOOK READING RITUALS?

I don't really have a process for reading comics, but I like to wait for trades because I go through single issues so fast. By the time new issues come out, I find I'm fuzzy about what happened. But I found that if I read things in bulk, I retain information better.

I love reading on planes. I also love bringing comics to read before auditions,

because it really takes me out of what I'm supposed to be doing at my audition. It allows me to focus on something else for a second and then when I come back to the audition, I'm fresh.

WHAT ARE YOUR THOUGHTS ON THE FOURTH SEASON OF THE AMC TV SHOW?

It's great. I loved seeing how Beth's changed. I feel like her character arc has come a long way. She's a much different person than she was at the start of the show. I also love seeing Rick come to terms with both sides of the world that he has to live in. It's the world where he



WALKING THE WALK

CLARE GRANT

has to be a killer and a general to keep his people and family happy and alive. The very human part of him hates killing and hates the world he is forced to be a part of, but I feel he's found a balance now that will only make him stronger.

WHAT DO YOU HOPE TO SEE IN THE COMIC BOOK STORYLINE?

I don't want to see Rick separate from Carl, and I'm afraid that is going to happen. But at the end of the day, I feel like it's a story about a father and son so maybe they won't split them up.

WHAT ABOUT IN THE TV SERIES?

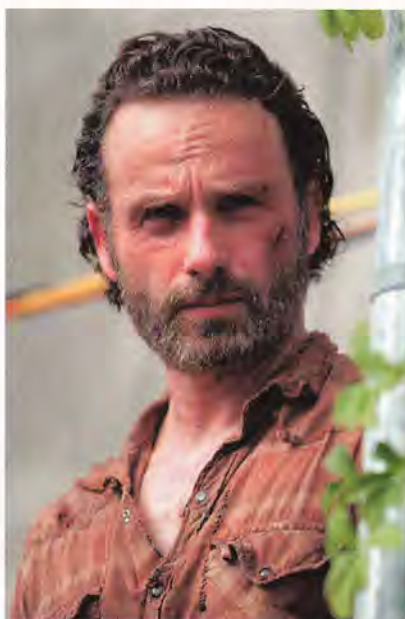
I like seeing how they pick certain moments in the comic and have them work for the show. Like the two little girls (Mika and Lizzie) that Carol adopted from the father that dies, who we didn't get to spend a lot of time with. But in the comics, it wasn't Carol that adopted the two little girls but Hershel's older daughter and her boyfriend. I'm also sad about the characters I've fallen in love with on the show, because if they follow the comics, then every one is going to be gone. Am I going to be heartbroken? Am I going to lose all of these people?

WHAT COMIC BOOK SERIES WOULD YOU RECOMMEND TO OUR READERS?

I like spooky things, so on that front I really love [Joe Hill's] *Locke And Key*. I know it's wrapping up soon, but it's a modern day classic that I am *super* into.

WHAT'S YOUR FAVORITE GEEK MOMENT?

I am a huge fantasy geek. I love reading about magic and dragons; it's my favorite. There is this series called *The Wheel Of Time* that's finished now, but I started reading 15 years ago. Eight years ago, when I was freshly moved to Los Angeles, the author Robert Jordan [the pen name of James Oliver Rigney, Jr. – ed.] was doing a book signing and tour across the country. I grew up in Memphis, where he would



When I got up to talk to him, I actually had tears in my eyes. I also have a really bad stutter that comes out when I least want it to, so I was also crying. It was an awkward moment. He was like, "What do you want to do here?" All I wanted was to get a picture with him, but I couldn't get the words out of my mouth. I kind of tried his patience, but it was one of the most glorious moments of my life. I have never 'fanned out' more in my life ever.

WHAT ARE YOU EXCITED ABOUT COMING DOWN THE POP CULTURE HIGHWAY?

I am really excited to see what James Gunn does with *Guardians Of The Galaxy*. Marvel is crushing it with their movies right now.

HOW'S YOUR ADULT SWIM SHOW COMING?

I'm still very excited about the pilot that Team Unicorn is making with Adult Swim.

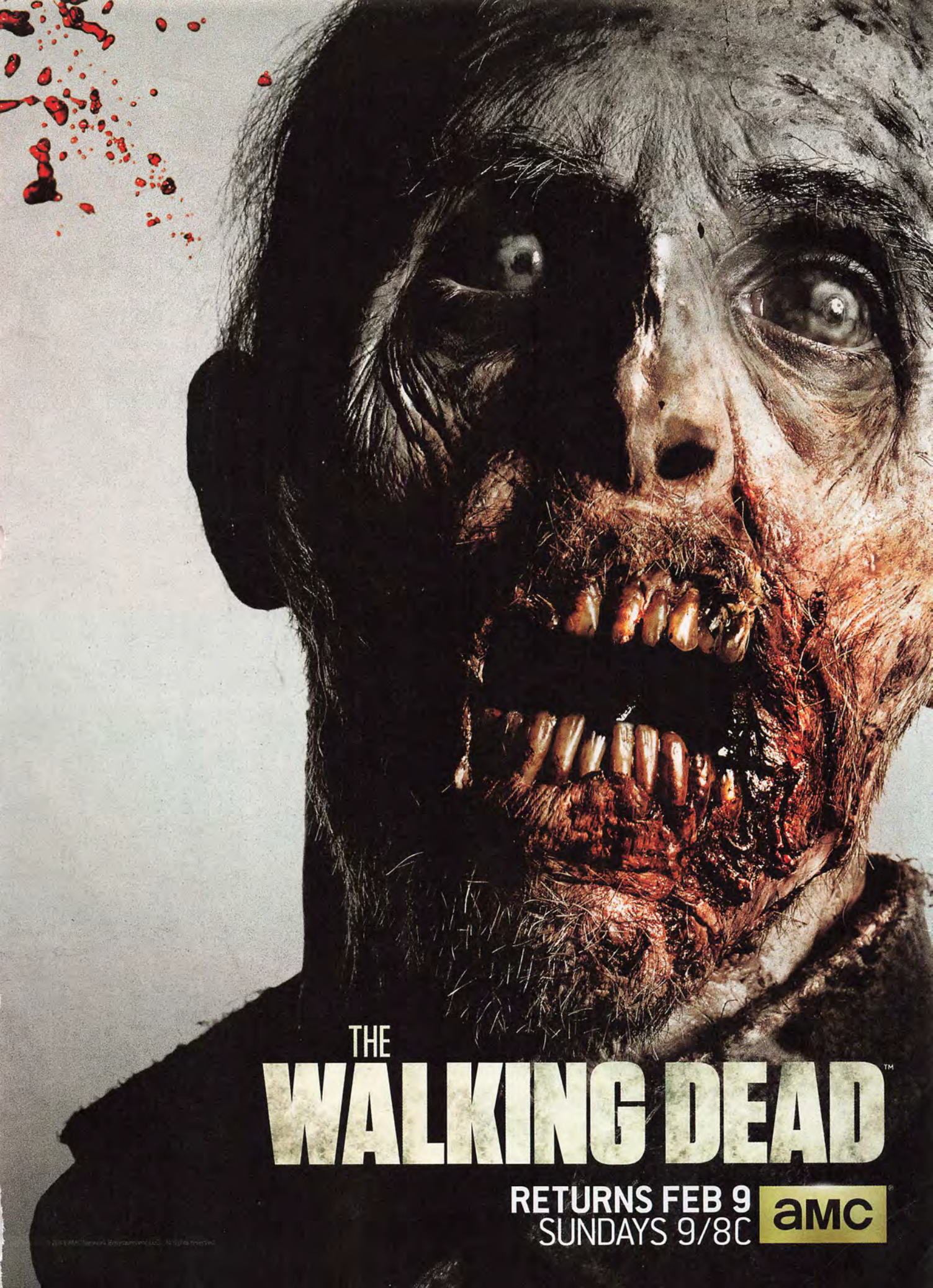
"I FEEL SAD ABOUT THE CHARACTERS I'VE FALLEN IN LOVE WITH ON THE TV SHOW, BECAUSE IF THEY FOLLOW THE COMICS, THEN EVERY ONE IS GOING TO BE GONE."

never, ever come to visit in a million years, but he came to LA immediately after I moved there.

I had never asked for an autograph from anybody other than Goofy, but I waited in line at a book store for seven hours to get this guy's autograph. I made two of my girlfriends – who have never read a single fantasy book in their entire lives – bring two of my books to get signed.



Due to the legal process of contracting, coupled with the arduous process of animation, I've said goodbye to any timeline, but I'm really excited. It's the culmination of all the good things that I grew up with and love in one happy show. •



THE
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IT'S A HELLUVA TOWN

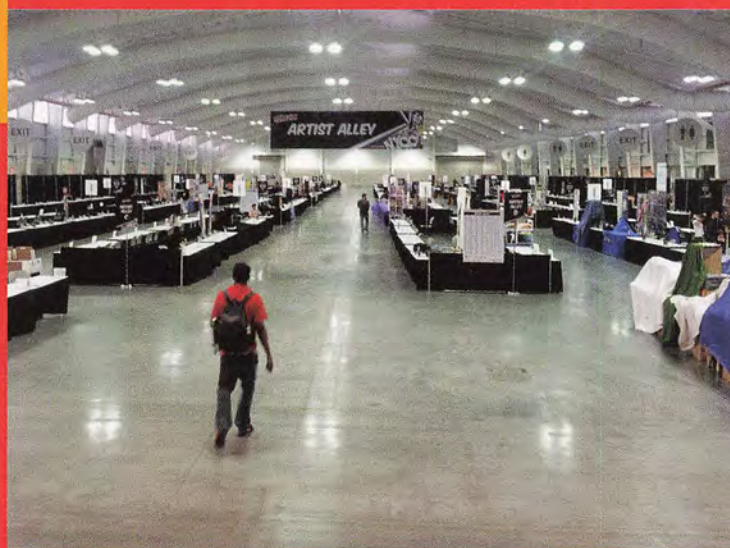
October 2013 was a landmark in the history of *The Walking Dead*, marking the series' 10-year anniversary. Given the timing, the New York Comic-Con proved to be the perfect place to mark the event, coinciding nicely with the

premiere of season four of AMC's television iteration of the series. *TWDM* was on hand to report back on all the main talking points at

the Con and was, quite frankly, glad to be a part of it, New York, New York!

WORDS: Tara Bennett

New York Comic-Con was busting at the seams this year, with a record-setting 130,000 attendees over four days. A massive percentage of those guests were, of course, *The Walking Dead* devoted, who showed up *en masse* to support the walker world. Off-site, *The Walking Dead* Escape roadshow rolled into town, setting up its maze of scares at the *USS Intrepid*, while the Hyundai-sponsored documentary celebrating 10 years of *The Walking Dead* had its premiere.



At the Jacob Javits Convention Center, panel rooms for *The Walking Dead* 10th Anniversary, Skybound, and the massive main stage room, which hosted the AMC *The Walking Dead* panel featuring the show's writers and cast, were all filled to capacity. The good news is *TWDM* had complete access to the show, so here's a short report on the hottest news revealed at the Con, just in case you didn't make it.

THE WARLORDS

Comic book writer Robert Kirkman and artist Charlie Adlard were the guests of honor at the 10th Anniversary panel, which celebrated a decade's worth of collaboration on *The Walking Dead* series. They shared previews for the first time of covers for issues 116 to 120, offering a sneak peek into the new storyline, 'All Out War.'

Adlard also previewed pages from Image's new book, *The*

THIS SPREAD, FROM LEFT TO RIGHT:

Skybound's stand, the show floor before and during the event, Robert Kirkman, Charlie Adlard and host and current comic book editor Sean

Mackiewicz at the 10th Anniversary panel, Adlard's art on display at Pillars 37, an exhibit curated by Skybound and Hyundae, some of the ace merch on sale at the Con.

"WE'LL CONTINUE TO DO CHARACTER SPOTLIGHT SPECIALS AS WE INTRODUCE NEW CHARACTERS TO THE TV SHOW... SO WHEN FANS COME IN ASKING ABOUT THE NEW CHARACTERS THEY CAN DIVE RIGHT IN." ROBERT KIRKMAN

Art Of Charlie Adlard (featured in the last issue of *TWDM*), and joked, "it is a book to primarily show that I don't just draw zombies." Sweetly humble, Adlard added: "I was very excited to find out Image wanted to do a retrospective of my career to tie into the 10th anniversary, which also ties with the fact that I have been in this industry for about 20 years."

Fans got the chance to grill the pair in a Q&A session, and there were some great questions that ended up teasing some possible future twists for 'All Out War.' One attendee

the show. I try to do it for comic book retailers, so when television fans come in asking about new characters they can dive into the world of the comics. We'll continue to do character spotlight specials as we introduce new characters to the show. I can't say who's next, but maybe there will be a hint at the [show] panel."

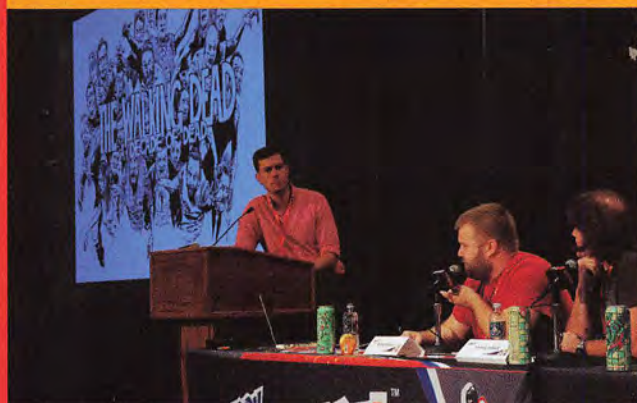
As it turned out, actor Michael Cudlitz (*Southland*, *Band Of Brothers*) was introduced at that panel having been cast as comic favorite Sgt Abraham Ford – so maybe keep an eye out for that one-shot!



asked if there would be more character special issues, and Kirkman shared: "All of those were done specifically because the Governor, Michonne, and Tyreese were introduced into

Asked about details regarding the announced AMC companion TV series, Kirkman joked: "It's called *The Dixon Brothers* and we'll be introducing five more Dixon brothers, three of them are

"I LIKE THE IDEA OF THE STORY REMAINING COMPLETE, SO I WOULDN'T WANT TO SPIN OFF ANY CHARACTERS [INTO ANOTHER COMIC]." ROBERT KIRKMAN



PHOTOS: Bill Edwards/Skybound.

triplets, all played by Norman Reedus. There's a whole all-banjo episode."

More seriously, he clarified that the show would feature all new characters. As for a spin-off within the comic book world, Kirkman remarked: "I like the idea of the story remaining complete, so I wouldn't want to spin off any characters."

Perhaps the most gasp-worthy answer came when a fan asked which character in the comic could take over Rick's position as a leader if he didn't make it. Kirkman was measured when he said: "I think we'll see some interesting things from Maggie soon, and I think Andrea could handle it, so I think there are a lot of characters who could step up and take the lead in the event of Rick's untimely death. I'm not saying it could happen, but it probably will."

RIGHT: Kirkman and Adlard answer the fans' questions. BELOW: The Skybound panel included (from left to right) Josh Williamson, Kirkman, David Schulner, Paul Azaceta, Andy Diggle and Justin Jordan. LEFT: Kirkman spoke about his new comic book *Outcast*, illustrated by Azaceta. BOTTOM: The special coloured Issue One released for the 10th anniversary (with black and white cover) and a selection of the new merch launched at the Con.



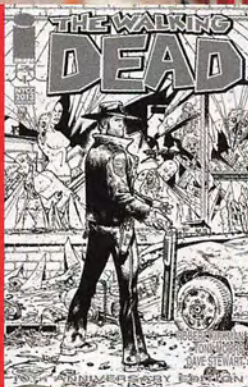
Adlard added: "I think the strength of *The Walking Dead* is we could quite easily carry on without Rick."

Yes, there were some boos in response, but also some loud gulps too.

SKYBOUND'S THE LIMIT

On the Saturday, Kirkman assembled his talented line-up of Skybound writers and artists including Justin Jordan (writer for *Dead Body Road*), Andy Diggle (writer for *Thief of Thieves*), Paul Azaceta (artist for *Outcast*), David Schulner (writer for *Clone*), and Josh Williamson (writer for *Ghosted*) for new announcements and updates on continuing titles.

Kirkman and Azaceta talked about their new monthly horror series, *Outcast*, coming in early 2014 (and mentioned by Kirkman in his Q&A on page 12). Kirkman said: "It's an exorcism story and, like *The Walking Dead*, takes familiar tropes and puts



"I THINK THE STRENGTH OF *THE WALKING DEAD* IS WE COULD QUITE EASILY CARRY ON WITHOUT RICK."
CHARLIE ADLARD





'I WAS TRYING TO CALL EVERYBODY BECAUSE I NEEDED TO SPEAK TO A HUMAN VOICE. WE ARE GOING TO GET IN SO MUCH TROUBLE IN THIS EPISODE.'
ANDREW LINCOLN

TOP LEFT: This member of the Skybound team looks strangely familiar — has *TWD* met them somewhere before? **TOP RIGHT:** If you have an axe to grind, make sure this is the one (from Peavey). **BELOW:** The team furiously man the busy Skybound stand.

a new spin on them. There will be a lot of new elements and a cool character study."

"It will be scary," Azaceta added, "and it's my first ongoing series so I'm really excited."

The other big announcement was that writer Andy Diggle

will be the ongoing series writer for *Thief of Thieves*. A scratchy-voiced Diggle said: "I've never had this much fun writing a book. For the next arc, I'm going to do a leaner, meaner story with less characters. It will be darker and bloodier."

As for *Clone*, the update is that the pitch has been sold to NBC, with David Schulner writing the pilot and Kirkman serving as executive producer. We should find out at the start of 2014 if the script will be picked up to produce a first episode for review as a possible series pick-up for fall 2014.

PREMIERE EDITION

Last but not least, the AMC TV series' cast and crew showed up for their panel, right before their season premiere, and it turned out to be a raucous affair. Yvette Nicole Brown (*Community*) moderated the panel, which featured Kirkman, showrunner Scott M Gimple, executive producers David Alpert and Greg Nicotero, along with cast

members Andrew Lincoln (Rick), Danai Gurira (Michonne), Chad Coleman (Tyreese), Steven Yeun (Glenn), Lauren Cohan (Maggie), and Norman Reedus (Daryl).

Aside from the aforementioned in-person reveal of Abraham (Cudlitz), Gimple also confirmed that Christian Serratos (*Twilight*) will play Rosita Espinosa and Josh McDermitt (*Retired At 35*) will play boffin Eugene, replete with a full, flowing mullet. Kirkman even added that characters from the much-loved Telltale video game mythology could be heading to the show. Then Greg Nicotero hinted that Michonne is on a mission to Macon, GA this season where some of the game takes place.

A whole lot of shipping talk was swirling in the conversation as Brown asked if there would be any Carol (Melissa McBride) and Daryl love interest this season. Reedus joked he is "working on it." McBride was sick back in Georgia, so Nicotero called her cellphone and had the audience yell a "get well" message for her voicemail. She called back later during the panel and he relayed that she asked if he accidentally butt-dialed her(!).

Andrew Lincoln seemed shocked that some fans are hoping for a "Richonne" love story, but he denied that it would happen anytime soon since Rick is still mourning the death of Lori. "Maybe after a couple more seasons," he laughed.

He did add that there's some really incredible episodes coming up, such as episode nine which features "Chandler Riggs (Carl) kicking ass," and an episode that "disturbed" and "shell-shocked" him so much after reading it that he was speechless for 10 minutes. "I was trying to call everybody because I needed to speak to a human voice. We are going to get in so much trouble in this episode," he teased.

We can't wait! ♦

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ISSUE 1 Robert Kirkman • Danaï Gurira
• Charlie Adlard • Exclusive Governor Short Story
• Set visit & more!



ISSUE 2 David Morrissey • Robert Kirkman
• Prison guide • Greg Nicotero/SFX
make-up • Negan & more!



ISSUE 3 Norman Reedus • Michael Rooker
• Zombie Survival Guide • Robert Kirkman
Q&A and more!



ISSUE 4 Andrew Lincoln • Eric Stephenson
• Sorry Saga of Lori Grimes • Season 3
aftermath • Zombie survival quiz & more!



ISSUE 5 Steven Yeun • Lauren Cohan
• Charlie Adlard • The Walking Dead Escape
• Zombie giveaways & more!



ISSUE 6 Chad Coleman • Scott M Gimple
• Charlie Adlard • Season 4 preview • San
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THE REGULARS



Last time, our regulars was dominated by testosterone, so this issue we decided to get in touch with our feelings. As such, 'Anatomy Of A Story' looks at one of the comic book's most emotional storylines and we've focused our 'Choice Cuts' on the tragic life of Lori Grimes. In 'Body Parts,' Clementine is also back in our preview of the forthcoming season two of *The Walking Dead – The Video Game*. But we didn't want to go overboard on the emotional stuff, so we also reviewed the new Negan action figure, and Tyreese (Chad Coleman) joins us for our trivia quiz...

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DEAD NOTES

Our readers' letters section, including 'Fan Focus.'

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ANATOMY OF A STORY

Analysis of Volume 11: What We Become.

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CHOICE CUTS

The best, the worst, the highs and the lows of Lori Grimes.

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'Clash Of Titans,' 'The Secret Diary Of A Walker' and a Q&A with Chad Coleman.

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ANATOMY OF A STORY



WHAT WE BECOME

Our ongoing analysis of *The Walking Dead* story sees *TWDM* cast its magnifying glass on Volume 10 in the series, 'What We Become.' Set soon after the horrific events at the prison, this story deals with some dark themes, the repercussions of which will have a lasting effect on the main protagonist, Rick. **WORDS:** Stuart Barr



What We Become' sees Robert Kirkman really looking at the cumulative psychological effects of ongoing trauma. In the 'zomromcom' movie *Shaun Of The Dead*, survivors fleeing a zombie apocalypse

in north London meet another uncannily similar group. Greetings are exchanged before they go their separate ways. The audience is invited to imagine a parallel story with alternate heroes. In 'What We Become,' Volume 10 of *The Walking Dead*, the mental state of Rick Grimes and his group is so poor one imagines a similar scene would result in mass carnage.

Central to this volume's theme is the relationship between Rick and his son Carl, and how the former police officer is moving past the loss of his wife Lori and baby

Carl is showing signs that he is becoming dangerously numb to the horror around him and the suffering of others.

daughter Judith (a key element in the preceding volume) to become consumed by a desire to protect his son. This should not be confused with Rick having dealt with the events at the prison, but he is emotionally on the road to recovery. At the same time, Carl is showing signs that he is becoming dangerously numb to the horror around him and the suffering of others. The issue of how it is possible to survive and remain sane in a world where the moral structures of civilization have been suddenly swept away is raised, but not necessarily answered.

I DIDN'T LIKE HIM MUCH. I DIDN'T LIKE HOW HE ACTED AROUND MY MOM. BUT HE WAS NICE TO ME... MOST OF THE TIME.

THEN HE WENT CRAZY--WAS GOING TO KILL MY DAD...

SO I SHOT HIM.





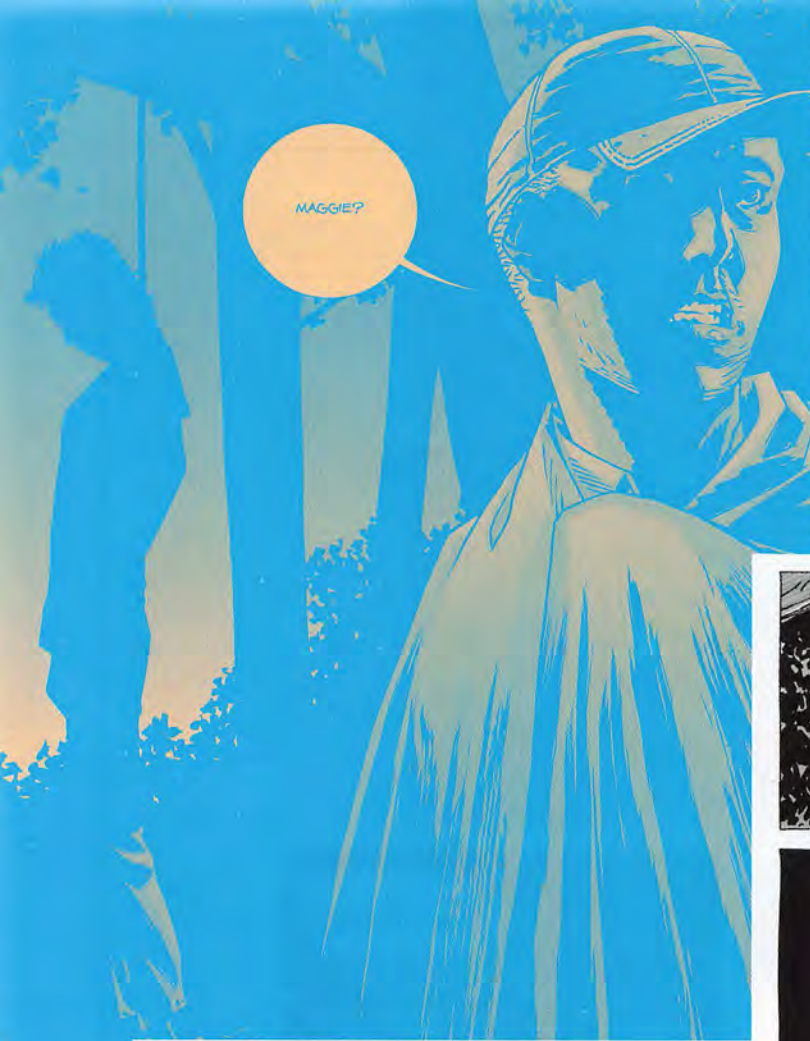
OPPOSITE PAGE: Rick's devotion to his son Carl is put under the microscope this volume. **THIS PAGE,** LEFT: Abe makes a big mistake: don't mess with Rick! **BELOW:** Eugene does his best Spock impression. **BOTTOM:** Abraham admits he's absorbed too much gamma radiation as he plans revenge on Rick.

Eugene wonders if it's possible that without human flesh to consume the dead will eventually waste away.

In the opening issue, we find the group on the road, searching for supplies. Finding a hardware store emptied of any weapons but with a good stock of blade sharpeners, Michonne dryly remarks, "Nobody thinks ahead." A throwaway comment it may be, but it could just as easily be applied to the malaise affecting the group. The shock of recent events has put them in fight or flight mode, but little thought has been expended on where they are going — with the exception of Dr Eugene Porter and his vague quest to find the remnants of authority and a 'cure' in the nation's capital.

Perhaps the most noteworthy event in terms of the walkers is Rosita's encounter with a lurker, which is so weak and emaciated it is unable to pose a threat. Eugene wonders if it's possible that without human flesh to consume the dead will eventually waste away. It's an interesting





so easily? He says he's a scientist, he claims a connection to the (former) government, and he is backed by the powerful associations carried by Abraham's military rank. If Rick were not so focused on Carl, would he have accepted Eugene's story so readily? For now this is a moot point, but it foreshadows events further down the story.

Tensions between Rick and Abraham come to a head when Glenn finds Maggie hanging by her neck from a tree after attempting suicide. After they give her CPR, Abraham pulls his gun intending to shoot



her. In turn, Rick draws on Abraham, unwilling to assume Maggie is dead so quickly. The threat of violence only dissipates when she draws breath.

Soon after, Rick is surprised by a walker and Abraham significantly hesitates before taking it down. He reveals to Rosita that he considered killing Rick and he needs her help not to "kill again." As issue cliffhangers go, this is a pretty good one as there's a clear implication that Abraham may have psychotic tendencies.

As they continue towards Washington – led by the 'carrot' of Eugene's promised cure – Rick suggests detouring north. He sells the trip on the promise of a cache of weapons, but really wants to check on Morgan and his son Duane. Perhaps this is because they represent his last link to a time he felt like a just man. It will prove to be a disastrous decision.

Leaving a reluctant Michonne in charge, Rick, Carl and Abraham head back to Cynthiana. On the first night away, they are attacked by three male bandits who threaten to rape Carl. This is a shocking scenario, but what happens next is perhaps even more daring in terms of character development. Clearly, most parents would do their utmost to protect and save their child, but Rick's reaction is extreme. He kills one by ripping

THIS PAGE, CLOCKWISE FROM TOP LEFT: Maggie makes an impulsive decision; Glenn looks lost without her; Abe and Rick have a difference of opinion. OPPOSITE PAGE, TOP: Rick sees (and tastes) red. BOTTOM: Poor old Morgan and Duane, the alt. Grimes.

concept, but as ever with writer Robert Kirkman, we're only teased with information before an encroaching undead horde drives this plot point away. With depleted numbers and no clear leadership, there is no time for further study, but one thing this episode does do is reinforce Eugene's authority as the rational and scientific voice in the group. Is it a desire to cling to the pre-zombie world that causes others to accept this authority



his throat out with his teeth and brutally stabs the final aggressor multiple times as Abraham attempts (unsuccessfully) to shield Carl's eyes. If these bandits represent how low surviving humans can sink, the question has to be asked: how far away are Rick, Abraham and the other survivors from this point? Abraham puts it bluntly, how do you come back after ripping a man apart with your bare hands? How can a son love a father after witnessing such a feral, animalistic act that goes far beyond execution?

Rick reacts instinctively, almost like a walker, but while the undead are creatures

Most parents would do their utmost to protect their child, but Rick's reaction is extreme.

of reflex, Rick is capable of rational decision-making and, remember, was formerly a law enforcement officer. What has happened to him? It seems that every

IN A NUTSHELL

TITLE: What We Become

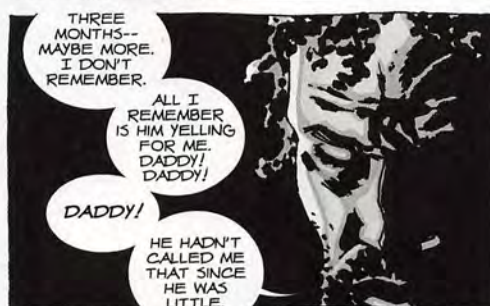
FEATURED ISSUES: 55-60

COLLECTION: Volume 10

SYNOPSIS: Leaving the rest of the group temporarily, Rick takes Carl and new survivor Abraham back to his hometown for the dual purpose of emptying the police station of all its weapons and to check on Morgan and his son, Duane. Events take a turn for the worse when they are captured by bandits, one of whom attempts to rape Carl. Rick goes into berserker mode, butchering two of the robbers with his teeth and bare hand while Abe shoots the other. This shocking event leads to the disclosure of revelations from all three, before they move on to discover Morgan has faced a horrible tragedy too.

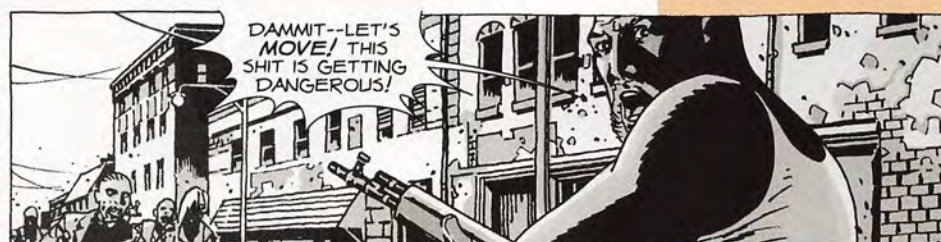
TIDBITS:

- Robert Kirkman was so worried that artist Charlie Adlard might take exception to the attempted rape of Carl that he added a personal note to his script promising him that the act would definitely not happen (or need illustrating).
- It took 57 issues but Morgan Jones finally reunited with Rick after first meeting him way back in issue one. His is the longest gap between a first and second appearance in the series.
- Volume 10 marks the first appearance of a walker herd, a huge collection of walkers drawn together (usually by a loud sound). A herd had only ever been mentioned before.





WE
RUN.



moral consideration has been set aside, overruled by the desire to protect his son.

In the aftermath of this encounter, Abraham chooses to tell Rick how he lost his family. While he was out scouting for weapons, others in his survivor group raped his wife and daughter. Enraged, he butchered the rapists in front of his family, but horrified by his actions they fled. When he caught up with them, they had been killed by walkers and he was forced to shoot them. Abraham says the experience changed him; he doesn't think he can go back to the man he once was. Despite his alpha male posturing, Abe has some extreme emotional baggage.

Clearly this is meant as a cautionary tale, and prompts Rick to reveal his own history of violence. But unbeknown to them, Carl has been listening, and proffers his own revelation about killing Shane. Carl's confession is troubling in light of his almost blank reaction to his father's slaughter of the bandits. Practically expressionless, Carl may have been in shock, but in light of his confession, you have

Abraham's tale serves as a warning that trust must be earned in this new world, not based on life before the apocalypse.





to wonder what affect these terrible events are having upon the boy's psyche.

The next day, they discover a very gaunt and wild-looking Morgan. His son has joined the ranks of the undead, but Morgan cannot bring himself to finish Duane off. He has been feeding his son human remains, and this has clearly taken an emotional toll on the man. Meeting Rick again seems to bring him back to his senses a little and, after urging from Rick, he apparently shoots his son. However, in reality, Morgan only sets Duane free to

BOTH PAGES: 'What We Become' is predominantly a story with a lot of character discussion and development, but it's not short on walker-slaying action either, marking the first introduction of a walker herd.

Rick is weak-willed, unable and/or unwilling to take charge, doubting both his morals and abilities. The bandits remind him of his duty to protect others (especially his family), whatever the cost to himself, and also underlines the old adage of 'safety in numbers.'

To balance this, Abraham's tale

serves as a warning that trust must be earned in this new world, and cannot be based on life before the apocalypse. And Morgan is the 'what if...?' scenario.

The dynamic and decisive leader we all know and love is not fully back yet, but it's this sequence of events – from Rick's violence against the bandits to meeting Morgan again – that sets him back on that road to recovery.

After such a heavy story, it's perhaps no surprise that Kirkman ups the pace and action in the final act. With Morgan in tow, Rick and Co reunite with Michonne and the rest of the group, having faced a marauding walker herd – thousands of walkers moving like a biblical plague over the land – and then head off again on their journey towards Washington. Cracks are widening, and it will take something drastic to force everyone to pull together again. This volume plants roots that will bear bitter fruit in Volume 11: 'Fear The Hunters.'

As this particular story ends, readers may be left wondering whether the implied question in the volume's title ('What We Become') has been answered. For the sake of Rick and the survivors, they may also be hoping that it has not. What have they become? Perhaps what they have *not* become is much more telling! •

Cracks are widening, and it will take something drastic to force everyone to pull together again.

roam. The father-son bond is too strong to sever, even after death.

Morgan and Duane could be seen as an alternate Rick and Carl. Given the extreme actions Rick's just committed to protect Carl, could he really put a bullet through an undead version of his son as he urges Morgan to do at this point in the story? Morgan possibly represents a dark mirror image of Rick – this is who he might become if he ever lost Carl.

This realization is a shocking wake-up call for Rick, and marks the beginning of his mental recuperation after losing Lori and Judith. At the start of this story,

CHOICE CUTS



LORI GRIMES

There have been many significant moments in the world of *The Walking Dead* throughout its 10-year run, but few rank as shocking as the death of Lori Grimes. As the passionate wife of our hero, Rick, and the mother to young Carl, Lori was the heart that kept the story beating in the early days, until her fateful demise. In the tradition of our regular 'Choice Cuts' feature, *TWDM* casts our eye over the impact of this strong-willed character during the course of her life and afterlife in both the comic and TV series. **WORDS:** Dan Auty



SPOILER ALERT: IF YOU'RE NOT UP TO DATE, THIS FEATURE CONTAINS POTENTIAL SPOILER CONTENT FOR THE COMIC BOOK

HER FIRST APPEARANCE

In the comic, we first meet Lori in person on the final page of the second issue. She only appears in two panels, but her introduction is vitally important. Having followed Rick solely for two issues as he searches for his family in this savage new world, the sight of Lori racing towards him comes as a much-needed emotional release for both the story's main character and for the reader. Lori actually appears in issue one too, in a blink-and-you'll-miss-it moment – she's depicted in a family photo portrait on the wall when Rick first visits his home.

On AMC's TV show, the dynamic is slightly different. We meet Lori some time before Rick arrives at their camp – from her very first scene she is placed in a position of conflict with Shane, arguing about whether to place signs on the highway to warn people away from heading into Atlanta.

TO HAVE AND TO HOLD

Although the harmony of their reunited family is relatively short-lived, we do at times see a happy, contented Lori. She is clearly a loving wife – strong-willed but dedicated to her husband and their son.

On the TV show, there is a flash of their life before the apocalypse, when they look through their family album at the camp

and talk about happier times. In the comic, their marriage remains strong throughout, but it is in desperate moments that we see how much they need each other. After Carl is accidentally shot by Otis and he lies unconscious at Hershel Greene's farm, Lori clings to her husband, making it very clear that her family is everything.



"RICK!" FIRST WORD



THE SHANE EQUATION

In both the comic and series, Lori carried the burden of guilt over her relationship with Shane, conducted when she was scared, lonely and grieving over her husband's apparent death.

In the comic, Shane is killed in issue six, but Lori continues to be affected by the decisions she made, particularly when she realizes that she is pregnant with a child that could very well be his. The guilt builds to a powerful scene in issue 38 when she attempts to tell Rick about Shane, only to be told that he knows but can't bear to hear her say it. Her reply is simple and heartbreaking: "I love you. I'm sorry."

In the show, Shane lives for a much longer time and is alive to learn of the pregnancy, making it almost impossible for Lori to escape the memories of their brief relationship. She finds herself trapped by Shane's emotional manipulations, as he exploits the very real bond between himself and Carl, until she is forced to tell Rick everything. In this version of the story, and despite Rick's initially understanding reaction, this scene marks the beginning of the end for their marriage.

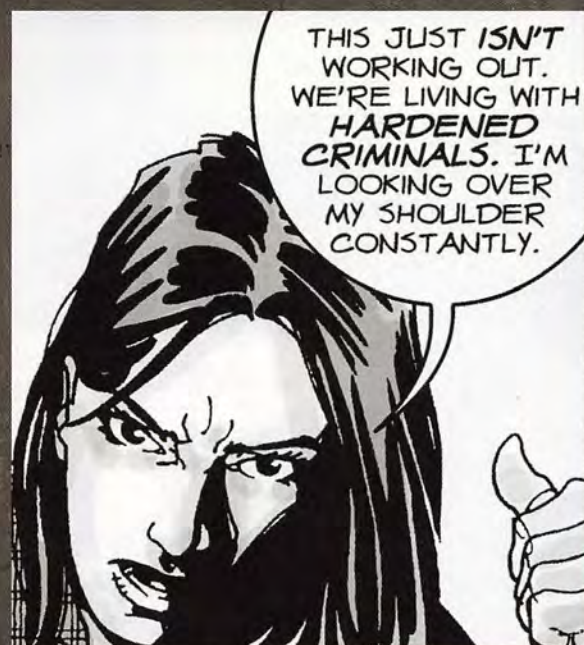
"THIS ISN'T ABOUT WOMEN'S RIGHTS... IT'S ABOUT BEING REALISTIC AND DOING WHAT NEEDS TO BE DONE."

THE BRAVE AND THE BOLD

It is true to say that Lori doesn't see much action in *The Walking Dead*. On top of being pregnant for much of the time, she makes it clear early on at the camp that she believes the women in the group are better fulfilling a more 'traditional' role – cooking, cleaning, and so on – leaving the hunting and killing to the men. But it would be a mistake to see her as a passive character. Her

bravery in speaking up for the sake of the group, even at the risk of being disliked by some members, continued until the very end.

In the comic, she was the only one to express any concern about letting the inmates in the prison integrate into the group, an opinion sadly vindicated when Thomas ends up butchering Hershel's twin daughters. When



Hershel first demands the group leave his farm, it is Lori who steps up to him and tries forcefully to change his mind. And when the prison is about to fall to the Governor, Lori comes up with a smart but risky plan to save Judith and Carl, telling Alice to hold a gun to her head and pretend that she has been captured.

In the TV series, Lori makes a similar decision to save her daughter. Knowing that there is no way both mother and baby will survive the birthing process, she tells Maggie to perform a C-section – delivering Judith safely, but condemning Lori to a grisly death.

"[SHANE] YOU'VE GOT TO STOP. RICK IS BACK NOW... HE'S ALIVE, AND HE'S MY HUSBAND."

PLAYING MOM, PT I

Much of Lori's time both on the page and onscreen was defined by her relationship with her son, Carl. She is a devoted mother, but the already difficult job of bringing up an increasingly independent boy is complicated by doing so in a brutal world overrun by zombies. Lori is desperate for Carl to retain some semblance of childhood innocence, but this is an almost futile job and he naturally gravitates towards the strong, gun-toting father figures of Rick and Shane.

In issue nine, soon after the discovery that she is pregnant, Lori shares a quiet, sad scene with Rick as they gaze upon their sleeping son. "He'll never know what it's like to get his driver's licence, or go see a movie with a girl." Lori wears her heart on her sleeve, and despite her best efforts she cannot always hide her true feelings, even from her son. In issue 27, it is she who receives comfort from Carl,



who tries to reassure her that Rick will return from his latest mission unharmed: "Every time he goes somewhere he always comes back fine."

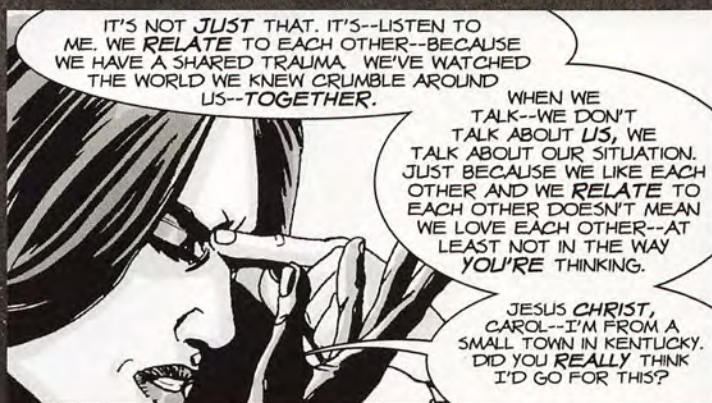
"SO THAT'S HOW THINGS ARE?! YOU SAY WHAT WE'RE GOING TO DO AND WE DO IT? YOU'RE THE KING NOW?"

PLAYING MOM, PT II

Beyond her own family, Lori quickly adopted a motherly role for the wider group, a position that brought its own challenges. From those early scenes in the camp, it is clear that the other women look to her for advice and purpose, helping them to become resourceful in a way they might not have had to before.

Her caring nature does have its drawbacks, however, particularly in the comic, when her relationship with Carol takes a bizarre turn. Lori and Carol's friendship was one of the strongest in the whole series, each woman relying on the other for counsel and comfort. But Carol's weakening mental state leads her first to make a pass at Rick, then propose a three-way 'marriage' for the three of them. Lori is shocked by the suggestion and bluntly rejects it, telling her, "What would our children think? Are you thinking about Sophia at all?"

This rejection is the start of a path that will end in Carol's suicide, an act that plays heavily on Lori and ensures that she is committed to her promise of looking after Sophia after Carol's death.



LORI FACT FILE

NAME: Lori Grimes

PLAYED BY IN TV SERIES:

Sarah Wayne Callies

AGE: 27

JOB: Wife and mother

FAMILY: Husband (Rick – alive);

son (Carl – alive); daughter

(Judith – dead [comic], alive? [TV]);

surrogate daughter (Sophia – alive [comic], dead [TV])

RELATIONSHIPS POST-APOCALYPSE:

Shane

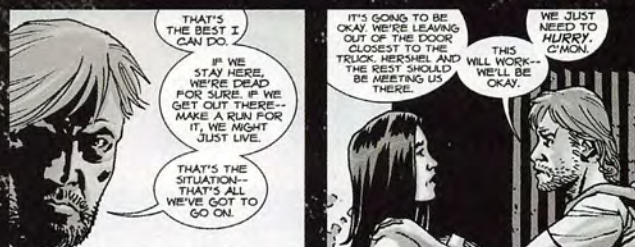
LIKES: Rick, her children, Shane (for a while), Carol, books, hot showers

DISLIKES: Shane, morning sickness, Dexter, the Governor

FIRST APPEARANCE: Issue two in person, although issue one in a photograph (comic); season one, episode one, 'Days Gone By' (TV)

CURRENT STATUS: Dead (comic – issue 48); dead (TV – season three, episode four, 'Killer Within')

"I'M ONLY SAYING THESE THINGS BECAUSE YOU WANT ME TO MAKE YOU FEEL BETTER. OR DID YOU FORGET I'M NOT REAL?"
GHOST LORI ON THE PHONE



"WE JUST HOPE TO MAKE IT TO THE TRUCK? THAT'S IT?"
FINAL LIVING WORDS



REST IN PEACE?

No one is safe in *The Walking Dead* – both the comic and the show have consistently kept fans on edge by gruesomely removing major characters from the story with very little warning. So when Lori died in both mediums it wasn't necessarily a huge surprise, but this didn't reduce the impact of her demise. Her exit in the comic was sudden and shocking – blasted as she attempted to escape from the besieged prison. And if that wasn't bad enough, she was holding baby Judith at the time – both mother and child instantly cut down by flying bullets, spectacularly depicted in gruesome style by artist Charlie Adlard.

On TV, Lori's death was more painful and protracted, giving birth in a dank corner of the prison, with hungry walkers roaming the corridors around them. Her final words to Carl – "You're the best thing I've ever done" – made for one of the most heartbreaking moments in the show, particularly as it is Carl himself who puts the final bullet in his mother's head, ensuring she never returns.

THE AFTERLIFE

Those powerful death scenes weren't quite the end. Lori's demise continued to haunt an increasingly fragile Rick; the pain and guilt he felt over it manifesting as a phantom who speaks to him over a long dead telephone. A series of 'calls' convince Rick that he is talking to a woman from another survivor group. It's only at the end of a series of lengthy conversations that this mysterious person reveals that she's Lori. She tells him not to blame himself for her and Judith's death, providing him with the catharsis he so desperately needs.

The show took this idea even further. Not only does Rick hear Lori at the end of a telephone, he begins to see her, high on the prison watchtowers, or just outside the gates of the compound. As troubling as these visions are, it does finally give our hero the strength to reaffirm his place as the group's leader. ♦





BODY PARTS

THE WALKING DEAD PRODUCT PREVIEWS & REVIEWS...

THE WALKING DEAD: THE VIDEO GAME - SEASON TWO

Forget *Assassin's Creed*, *CoD* and *Madden*, the game we've been really waiting for all year is the return of *The Walking Dead* from Telltale Games. With the first episode of this new season already available to download, *TWDM* caught up with the director of the season two premiere, Dennis Lenart, to see what lurks ahead.

INTERVIEW & WORDS: Toby Weidmann

PREVIEW

THE WALKING DEAD – SEASON TWO

Developer: Telltale Games

Formats: Xbox 360, PlayStation3, PC, Mac, Steam, iOS devices

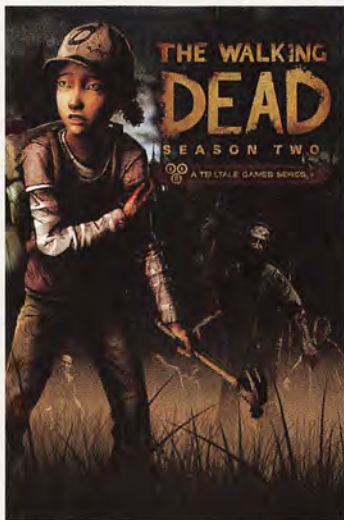
Release date: Episode 1 out now

Age rating: M for Mature (US), 18 (UK)

RRP: \$4.99 per episode, \$24.99 season pass available

There are those of you out there who share *TWDM*'s love of and admiration for Telltale Games' *The Walking Dead* video game. We know this, because a) it picked up more than 90 'Game Of The Year' honors from the likes of Metacritic, *USA Today*, *Wired* and Yahoo!, as well as winning two BAFTA Games Awards (for Best Story and Best Mobile Game), for a reason, and b) we've watched all those YouTube reaction videos as well.

For those who have yet to pick up this game, or think 'Well, I like *The Walking Dead*, but I don't play games,' we urge you to put aside your apprehension and just give it a go. It's not your usual game, it's much more focused on decision-making (sometimes under pressure, sometimes not) rather than speed of fingers. If you're not hooked by the end of the first episode, then you probably never will be. But if you do like it and stick with it, rest assured, you will have experienced one of the best, most emotional and touching *Walking Dead* stories in the franchise.



"Part of the fun in creating season two is finding the small, poignant moments where Clementine gets to act like a kid again."

If you are a fan already, like us, you've probably been waiting on tenterhooks for the launch of season two ever since that last emotionally-charged click of the controller/mouse in season one. Now, hot on the heels of the release of the season one 'Game Of The Year Edition' in November (collecting all five episodes from season one, plus the bonus downloadable content, *400 Days*), the moment is finally here.

At the time of press, *TWDM* was still a little in the dark about the actual storyline for season two, but Telltale had released some clues: the season is once again split into five episodes; the first episode is



So let's get straight into it: how has Clementine changed between seasons one and two?

Since we last saw her, Clementine has been through a lot, not to mention all the horrible situations she went through by the end of season one. Like anyone else in this world, she's been forced to grow up quick.

However, part of the fun in creating season two is finding the small, poignant moments where Clementine gets to act like a kid again. There's a real sense of joy playing as Clementine when she gets a moment to be happy, though it's also mixed with a sense of sadness realizing how rare those moments are these days.

What challenges does playing as Clementine present compared with playing as an adult character, such as Lee Everett in season one?

Well, there are two main sides to this. The first and most obvious is that from a physical perspective, Clementine is much less capable than Lee was. But whereas Lee was forced to use his physical strength, players will learn to use Clementine's small size to their advantage, relying more heavily on evasive tactics and nimble speed.

Secondly, from a relationship perspective, she will always enter a situation with adults at a disadvantage, finding it harder to be taken seriously. Players will have to work harder to earn trust among other survivors and, as in some cases when the others won't listen, they will have to take matters into their own hands to protect Clementine.

Good adult characters bring a lot of emotional baggage – something that you nailed in the first season with Lee, tortured by the murder of his wife – creating a very empathetic experience. Now that we're playing as a child, how are you going about building that emotional connection between gamer and character?

I think we have a lot going for us right out of the gate by having people play as Clementine. First of all, players are bringing in a layer of their own experiences from season one and how the

entitled 'All That Remains'; you play as Clementine, the young girl who we spent so much time protecting in season one; the story is set two years after the end of the dramatic finale of season one, with Clem now aged 11; the gameplay dynamic will be much the same as last season, with a few modifications; the judgments and decisions you made in season one and *400 Days* will still have a bearing on how characters react to Clem. And... and... that's about all we know.

Fortunately for fans of the game series, we weren't satisfied with that, so we went digging for more tidbits. And who better to tell us more than the director of the season two premiere, Dennis Lenart?

choices they made as Lee affected not only the group, but more importantly, Clementine. So now you're playing as Clementine, if the player were to, for example, make her pick up and shoot a gun, it conjures up memories of the moment on the train in season one, episode three when Lee taught her to shoot. As Clementine, you want to do Lee proud and fight your hardest to survive using the guidance he provided you with.

Additionally, we were all kids once, so it's easy to remember how you could try to manipulate the adults around you – trying to gain sympathy by making a pouty face, being sly by feigning

ignorance, or telling a white lie and getting away with it because no one assumed you knew any better.

What were the aspects of season one that gamers really enjoyed, and how are you going about integrating those into season two so that they remain familiar yet fresh?

Choice and consequence was the most interesting aspect for many players in season one and we're definitely always looking for any opportunity to callback or build on some of the choice moments from season one while we're developing season two.

Players will also be meeting a bunch of new characters, who they will get to craft new relationships with. Playing as Clementine, you'll often be filtering your current experiences through your past ones from season one, even down to something as mundane as getting the option to say a bad word and then choosing not to because, in season one, Lee tried not to say bad words around Clementine. This extra layer on top of the dialog system provides new and interesting ways to role-play that are unique to season two.

Have any technical innovations been introduced for season two, in terms of the gameplay mechanic?



Our engine has undergone a lot of updates since the premiere of season one, so everything looks and moves better. We've also tried to build on components that worked well in *The Wolf Among Us* to keep continually evolving what it feels like to play a Telltale game.

In both the comic and the TV show, the walkers have taken a bit more of a backseat to the human threat of late. Is this something that will be mirrored in season two?

In *The Walking Dead* and many of our favorite zombie stories, the zombie threat exists mostly as an avenue to explore the dramatic situations that arise between humans under highly pressured circumstances. So yep, there will be a lot more of that, but don't worry, there will still be plenty of walkers, and trying to survive against them as Clementine will bring many new challenges to overcome.

What's been Robert Kirkman's involvement?

After Kirkman's overwhelmingly positive response to what we accomplished with season one, he's given us the go-ahead to keep

“The game engine has undergone a lot of updates since the premiere of season one, so everything looks and moves better.”

churning away and do what we do best.

That said, he's still involved in a lot of the higher-level conversations about the overall story for the season, because firstly, he's an amazingly talented guy, so we love hearing his feedback, and secondly, because we want to maintain a consistency between the world in the game and the comics, of which he is definitely the master.

Season one featured Glenn and Hershel. Without giving anything away, will we see any more connections to the comic book (or indeed *400 Days*) in this season?

We always keep an eye out for nods we can make to the characters and locations in the books. Most of the time, it ends up being larger events or the overall tone of the books that we draw from, but sometimes it can lead to more direct tie-ins, such as the Glenn/Hershel cameos. We embrace them when we can. As far as callbacks to season one and *400 Days* goes, we'll definitely be paying off in really interesting ways, so keep a look out!



Can you give us any clues about the themes featured in this season's story arc?

Remember how harsh the world was to Lee in season one? Well, it's much harsher to an 11-year-old girl. Because of her implied lack of experience compared to adults, it's much harder for Clementine to



earn trust and a sense of belonging to a group as someone who can help instead of just being a hindrance. Trying to survive a zombie apocalypse as an 11-year-old girl brings a lot of new problems to solve, but in order to keep her safe, players will have to figure it out and help her grow up.

Any surprise voice talents we should look out for?

Melissa Hutchison is reprising her role as Clementine for season two, which is very exciting for us. And she's pretty stoked, too! Last year, she won a Spike TV VGA and was nominated for a BAFTA

Games Award for her performance in season one, so we're all excited to let her continue to build on that for season two.

As for surprise voice talents... I could tell you about some awesome ones, but then I'd be spoiling what's to come and I don't want to do that.

Damn! Oh well, it was worth a shot. So finally, what are you ultimately hoping gamers will draw from playing this new season?

The goal is always to build a relationship between the player and

the character they're playing. With Clementine, we hope to take people to new highs, as well as new lows, while they struggle to help keep her safe.

It will definitely be nerve-racking at times, but I think the payoff of successfully protecting her – whether you're role-playing as her or as a sort of 'surrogate Lee' to her via your controller – will be pretty great. •

Want to know more about *The Walking Dead: The Video Game – Season Two*? Check out: www.telltalegames.com

BODY PARTS

PREVIEW

NEGAN LIMITED EDITION ACTION FIGURE

Company: Skybound/McFarlane Toys

Retailers: TheWalkingDead.com

Ages: 13+

Released: Out now

RRP: \$25

Of all of Robert Kirkman's creations in *The Walking Dead* comic book, there's one character who truly stands out. Rick is an amazing leader, and we love Tyreese, Michonne, Andrea and the rest, but it's the foul-mouthed villain Negan, who's currently terrorizing Rick and the rest of the survivors in 'All Out War,' that has made such an indelible mark on our minds. The Governor was a maniacal tyrant, but Negan is a cold, calculated and vicious lover of mothers, all of which makes for brilliant and unpredictable storytelling.

Because of this, the release of this infamous bad boy as a limited edition action figure all the more desirable. Expertly detailed and carrying



that unmistakably wicked grin from the comics, this seriously awesome action figure comes complete with "the only bitch he ever loved," Lucille (the rather deadly barb wired baseball bat). However, the touch we really love (and whoever thought of it, needs a hearty slap on the back) is that it also comes with a hot iron. As

toy accessories go, we don't think we've come across any that have made us laugh with such dark vigor before (OK, we admit it, we're sick in the head). Now all we need is a Dwight action figure, with swappable pre- and post-Negan encounter heads!

The decision to buy this iconic character is a no-brainer. The only trouble you'll have is deciding whether you are going to pick up the full color or blood-splattered black and white version. Of course, you could always get both. •

Preview: Louisa Owen & Toby Weidmann



PREVIEW

'ABRAHAM'S ARMY' T-SHIRT

Company: Skybound

Retailers: TheWalkingDead.com, specialist stores

Sizes: Small-XX Large, M and F cuts

Released: Out now

RRP: \$19.99-22.99

Are you a member of Abraham's Army yet? No? Well, get ready to be...

We at *TWDM* have been fans of the tough, rugged, no-nonsense ex-soldier since his first appearance in issue 53, and loved following his story arc from rival leader to Rick's right-hand man. And we're not the only ones: his arrival in the second half of season four of AMC's *The Walking Dead* is hugely anticipated if the social network chatter is to be believed.

Might we suggest that Abe's popularity is, in no small part, a result of his sporting of the one of the coolest 'cookie dusters'



in comic book history – seriously, it has been a long time since the handlebar moustache has been so heroic.

Now you can really show your support for Abe with some stylish new attire. We've never been big on 'slogan' style T-shirts, preferring simpler, more cryptic imagery on our clothing. So deconstructing Abe down to his most basic characteristics – the buzz cut, the handlebar 'tache, and the Army dog tags – for this cotton Tee was a stroke of genius.

We shouldn't get too ebullient – it is, after all, just a T-shirt – but we really think this is one of the coolest *Walking Dead* Tees produced to date. The fact that it could double up as a quick Abraham ninja mask makes it all the more desirable. It comes in a range of sizes, and ladies and gents have their own cuts, too. •

Preview: Louisa Owen & Toby Weidmann

THE GAME CHANGER

Playing the slots has never been more fun with AMC's *The Walking Dead* Slot Game from Aristocrat...

PREVIEW

AMC'S *THE WALKING DEAD* SLOT GAME

Company: Aristocrat Technologies, Inc

Age rating: 21+

Released: Out Now

RRP: Varies

At first glance, the fusion of AMC's gritty zombie drama *The Walking Dead* with the razzle dazzle of the modern casino may not seem like a good fit, but as Aristocrat Technologies, Inc has proven with its new slot game, it's actually the perfect match.

"The creators of *The Walking Dead* have crafted an extremely dense and detailed post-apocalyptic world, and we wanted this slot game to be perceived as an extension of that," explains Ted Hase, VP Global Games at Aristocrat Technologies. "We believe you 'feel' *The Walking Dead* as much as you 'watch' it, and we tried to duplicate that visceral immersion in the game.

"Many of the original characters met shocking ends in the first season, creating a wonderfully natural dramatic tension. This narrative was very compelling to us and we wanted to duplicate that feeling of anticipation by crafting a slot game where players felt that a really big win could jump out and bite them at any time."

To help replicate the grisly nature of the first season for the game, Aristocrat Technologies signed up two first-class partners, Stargate Studios and KNB EFX Group, the effects teams for the TV show. Stargate provided the same wonderfully rich environments from the show's first season for the game's video visuals, while KNB created in-game walkers that are as detailed as any you'd find in the series.

The slot game has already started to make its ghoulish presence felt in casinos across the US. Beyond the appeal of being



based on cable television's most popular show, the game's dynamic offers a fun and unique experience in its own right.

"*The Walking Dead* slot game adds another level of excitement to our premier casino floor," says Jeremy Weinstein, Vice President of Marketing, Seminole Hard Rock Hotel & Casino Hollywood. "We're excited to bring this culturally significant gaming option to our casino guests and our unique mix of slot themes. We expect a wide variety of players to revel in the fun experience of playing it."

Steve Lengel, Executive Director of Operations at the San Manuel Indian Bingo & Casino, was also attracted to the game. "*The Walking Dead* is infectious and entertaining, and it's a phenomenon we want to be a part of. As soon as we first saw the slot game, we were impressed by its design," he says. "We couldn't help but think of the passionate *The Walking Dead* fan base and hope this crossover

"You 'feel' *The Walking Dead* as much as you 'watch' it, and we've tried to duplicate that visceral immersion in the game."

provides an opportunity to invite those fans to sample all of what we have to offer as an entertainment venue. It's going to be tough for casino walkers to just pass by these machines without taking a closer look."

First and foremost, Aristocrat hopes players enjoy a meaningful and fun experience. "We want players to *want* to come back and experience the game over and over again," concludes Hase. "We want them to feel like they are inside *The Walking Dead* universe, where things appear eerily recognizable and familiar and anything could happen at any time."

So next time you're in a casino, watch out, there are walkers about. But please remember to gamble responsibly. ♦



PREVIEW

AMC'S THE WALKING DEAD MICHONNE STATUE AND CARL MINI BUST

Company: Gentle Giant Ltd

Retailers: Specialist stores and online

Released: Q3 2014 (pending approval)

RRP: Statue: \$399, Mini Bust: \$75

Gentle Giant's sculpts are objects to admire as much as desire. They really are a thing of beauty, even when depicting the often grisly inhabitants of AMC's *The Walking Dead*. Take the company's mini bust range, for example.

This wonderful set of hand-painted polystone figurines is steadily growing, with Daryl Dixon the most recent addition to the mini bust range, which already includes Rick, Michonne and the Well Walker.



The first half of this year will see models of Sophia's Stalker Walker, and two versions of the Governor (one with an interchangeable head) hit the shop floor. But *TWDM* likes to give you as much advance warning as possible, so joining the range in the third quarter of this year is Carl Grimes.

Although approval is still pending, already you can see from these pics the quality of craftsmanship of the figurine. Gentle Giant has really captured the steely eyes and sense of menace in the character (played by Chandler Riggs) from season three onwards. As with all its mini busts, Gentle Giant will be limiting the numbers, with each one individually numbered with a matching certificate of authenticity. As an added bonus, collectors who buy from the Gentle Giant website will also receive an exclusive sheriff's badge accessory.

Fans of full figure statues will be pleased to see that Gentle Giant is launching just such a range in 2014. First to hit is an 18-inch statue of Michonne, replete with removable cloak and katana sword.



TWDM has mentioned this figure in passing before, but this is our first opportunity to visually showcase it.

The level of detail is simply incredible, a result of its digital sculpting, but we love the fact that it's not all one note, with the cloak made from fabric and the sword blade in real metal (if we weren't afraid of breaking it, this could quickly become our favorite letter opener!). Once again, each limited edition statue will be hand painted and will come numbered with a certificate of authenticity.

Michonne is the first in the range, but we've already seen 18-inch statues of the Dixon brothers, Daryl and Merle, so we know the range will grow as soon as they are approved. And, if you've been paying

attention, our news section revealed that a statue of Glenn is already in the works.

As exquisite as its statues and mini busts are, Gentle Giant is also fully aware that sometimes you just want to have a bit of a play, so we're really looking forward to series two of its Walker Army line. What's got us even more excited is that it looks like some human characters are joining the range, including Daryl Dixon. We love this idea – we're just big kids, after all. Now take that, you evil undead plastic monster thing! •

Find out more: www.gentlegiantltd.com



MARTHA STEWART THIS AIN'T!

Light up your dark side with this wickedly gruesome AMC's *The Walking Dead* Table Lamp...

REVIEW

AMC'S *THE WALKING DEAD* TABLE LAMP

Company: Rabbit Tanaka **Retailers:** FYE Stores (Trans World Entertainment), Hastings Entertainment, HMV Canada, specialist stores and online

Available: Now **RRP:** tbc

Television drama is best experienced from the comfort of a suitable sofa, with a big bowl of popcorn on the side, and, if there's a horror element, with the lights off for maximum atmosphere. Then, when it's time for the lights to come back on, just reach for an authentic *The Walking Dead* arm, er, lamp.

Rabbit Tanaka specializes in the most unique pop culture home furnishings and lamps. "We make a number of official licensed three-dimensional figural lamps," explains the company's Vincent Farrand. And as the leading manufacturer of such lighting in the US, its no surprise that

Rabbit Tanaka's new lamp based on AMC's *The Walking Dead* is one of the gnarliest looking lamps to ever grace a side table. With the show's iconic graphics on the shade and a walker arm for the stand, this undead beacon is marvelously macabre.

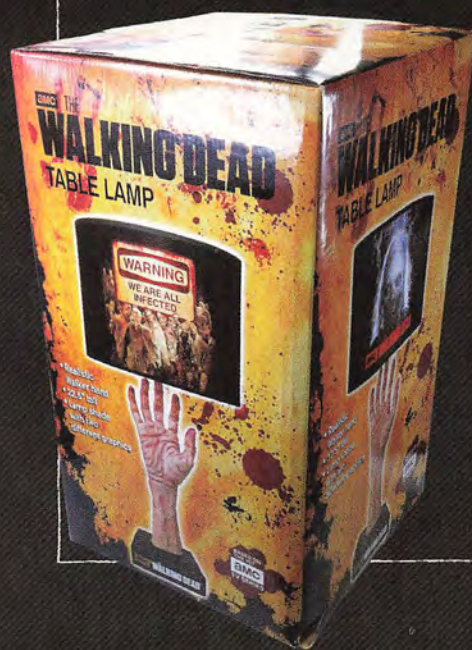
The level of detail on the stand is amazing, but that's what you get when the TV series' experts are, ahem, on hand to provide valuable insight and reference material. Executive producer and resident makeup guru Greg Nicotero played an essential role in the design process. Nicotero provided Rabbit Tanaka with photos of walkers from the show and a mold of a walker's arm to ensure the professional sculpting on the lamp's stand truly matches the coloring, scarring, wrinkling and high production values seen in the show's walkers.

"The lamp features a realistic looking emaciated arm," says Farrand, "modeled on a walker arm from the show. We believe fans will love our lamps because they are true to form, with great attention to detail."

With almost zero assembly required (just add a bulb!), *The Walking Dead* lamp adds grotesque flair to any room. Sit back and bask in its ghastly glow. Handy, huh? •



Other side view



"Fans will love our lamps because they're true to form, with great attention to detail."

DEAD NOTES

WRITE US...

EMAIL: walkingdeadmail@titanemail.com

TWITTER: @WalkingDeadMag FACEBOOK: Search 'WalkingDeadMag'

MAIL (US): The Walking Dead Magazine, 2819 Rosehall Lane, Aurora, IL 60503, USA

MAIL (UK): The Walking Dead Magazine, 144 Southwark Street, London SE1 0UP, UK

FREE WALKING DEAD GOODIES! BEST LETTER WINS A PRIZE!

Welcome to our letters pages. We hope you've liked the magazine so far, but here's your opportunity to tell us exactly what you think about *The Walking Dead*. We want you to send us your thoughts on anything and everything *The Walking Dead*. Perhaps you have a question you'd like us to answer. Or you may want to send us your photos or fan art. And let us know who you'd like us to interview and what kind of features you'd like to see in the mag. We won't be able to print them all, but we'll try our very best and there's a cool prize up for grabs for the best letter. Send your *Walking Dead* correspondence to walkingdeadmail@titanemail.com, with 'Dead Notes' in the subject line

I only really got into *The Walking Dead* over the last year or so, but I have to say that it's totally revived my faith in modern writing. What draws me in the most is the enormous sense that the world has become a prison. It forces people to adapt to a prison mentality, but the torture is that you cannot see the walls.

When you take that scenario and add a bunch of different people (in every sense of the word) to the mix, you get to see the reality of what most people believe – the strength of the everyman and the weakness of the spoilt. At the risk of getting too philosophical, I think the reason people love *The Walking Dead* (aside from the generally great writing and illustration) is because it is an accurate representation of the true equality of humanity when faced with a level playing field; a concept we cherish, but is no longer reflected in society.

Sean Ferguson, London, UK

Plenty of food for thought here, Sean. Taking these ideas into account, we're sure you appreciate the aptness of the show's current literal prison setting. Horror fiction

has often tried to mirror the human condition (just look at Mary Shelley's Frankenstein), but we're not sure if anyone's mastered it quite as well as The Walking Dead. We're glad it's restored your conviction in contemporary storytelling.

I just wanna ask: is there any truth to the rumors of a *The Walking Dead* movie? I'm not sure that a two-hour film would do the series justice, but maybe there could be a movie just about the comics? I think it would be a cool idea to make each comic arc its own movie or something. It's just an idea. Thank you for taking the time to read this.

Valarie Campbell, via email

Talks of a big screen adaptation have been spinning on the rumor mill since before the series began, and while we'd love to verify the claims, at the moment, the evidence just isn't there. That's not to say it will never happen, and while a movie makeover may be currently off the cards, what we can confirm is AMC's recent announcement of a companion The Walking

Dead series, featuring a new cast of characters and brand spanking storylines fresh from the brains of Kirkman and co. Catch it shambling its way to a television near you sometime in 2015. Don't know about you, but we're practically feverish with excitement.



TWDM'S LETTER OF THE ISH!

I have been a hobby artist for 27 months and I love *The Walking Dead* comics, the show, and of course, your fantastic magazine. It would be amazing to get a piece of my fan artwork included (see above – ed.). The first is a portrait of Robert Kirkman, as he has been a big influence on me, and the second is a drawing of Daryl Dixon that I've based on the first issue of the comic.

I hope to take my hobby further, but I need more practice. Could you give a shout-out to Norman Reedus (@wwwbigbaldhead) and fans of *The Walking Dead*?

Karl Jones, via email

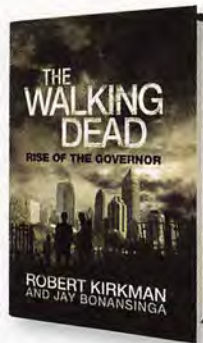
Great work, Karl, and we're just sorry we couldn't showcase the whole set (but you can find Karl's work up on the Deviant Art website, under the pseudonym Bumcheeks2)!



Especially impressed with the Kirkman sketch; just look how he shrugs off the hungry horde clawing at his lapels. Forget hammers and axes – the only weapons this literary whizz needs are an unfazed glare and a single raised eyebrow. Additional kudos on your comic cover – we never turn our noses up at a Reedus revamp. For all your work, you've scooped our 'letter of the ish' award, we're winging you a hardback copy of

the first Walking Dead novel, courtesy of St Martin's Press.

Hi, I just wanted to say that I'm the biggest fan of *The Walking Dead*. I love the show and the



This is a picture of my friends and I dressed as walkers for our school's senior skit. We all love *The Walking Dead*, so we decided to include the show. One of the walkers even carried a copy of *TWDM*. Everyone loved it!

Kyle Morris, via email

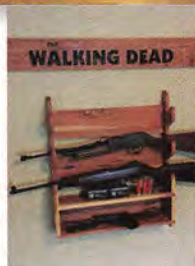
Props to Katie, Kyle, Jennifer, and Hayden from Cleburne County High in Heflin, Alabama. But, you look like you're in the school gymnasium... Surely you should be in the cafeteria eating "braaaaiinnssss!"



comic books. I'm also a big collector and love the magazine, so I thought I'd show you some of the stuff I've made. I've made my own Daryl Dixon vest and even a portrait made from duct tape. I'd really appreciate it if you could put this in your magazine. It would mean so much to me. Thank you for everything and keep up the good work.

James Hilin, via email

Holy schmoley, James, that's a lot a firepower you have there.



While we think that prep is key, remember the apocalypse hasn't kicked off yet, so for now, go easy on the guns.

Loving the DIY Dixon duds – Daryl might wear the wings, but he's certainly no angel. We're green with jealousy.



ABOVE & RIGHT: Mmm, yummy zombie wedding cakes, via S Amber Shamer and Katelynn Grossenbacher. BELOW: Richard Guzman's scary 109 cover. BOTTOM LEFT: James Hilin's collection, including his ace homemade Daryl jacket.



This was our wedding cake last October (pictured above right – ed.). We love the show.

S Amber Shamer, via Facebook

Here's my wedding cake from last December (above – ed.). My husband and I are big zombie fans.

Katelynn Grossenbacher, via Facebook

Wow! You two are taking the "til death do us part" marriage vow really seriously, huh? Having said that, nothing goes down better at TWDM Towers than cake, so we've been drooling over these photos of your cadaver wedding cakes ever since you posted them – as gruesome gateaux go, these are too mouth-wateringly macabre to pass up. We assume your walker-themed weddings went ahead OK, and with minimal casualties on both sides. TWDM wishes both couples a very happy "life" together.

Thank you for such a killer magazine. I love it and I have all my friends hooked on it. Please accept this gift that I've sent you: it's a print of my original art, which I painted on the issue 109 blank sketch variant cover. I hope you like it and if you see Danai Guria, please tell her that I said thanks for the inspiration. By the way, for the black ink color in my painting, I used the ashes of the three families I killed and burned, mixed with the tears of those who still remember how our world used to be. Keep up the good work!

Richard Guzman, Redlands, CA



Umm, thanks, we think... We wanted to congratulate you on such a unique and eye-catching cover, but frankly, that last comment has thrown us. While we respect your dedication to artistic integrity, your methods seem a little, er, drastic. Fact or fiction, we're keeping 911 on speed dial, just in case. •

FAN FOCUS

To take part in our search for the number one *Walking Dead* fan, just answer the questions below and send them, along with a photo of yourself, to walkingdeadmail@titanemail.com. A prize is up for grabs for each issue's winning entrant.

TWDM's search for the ultimate *Walking Dead* fan continues. Here, we feature a reader who thinks they have what it takes to be the world's number one fan. To take part, just answer the questions below and send them, with a photo (of reasonable size!) of yourself, to walkingdeadmail@titanemail.com. There will be a prize for each issue's winning entrant!



NAME: Gemma Lawrenson

AGE: 22

FROM: St Helens, UK

How did you first hear about *The Walking Dead*?

It was actually back in 2010 when I happened to see an advert on TV about the new series. I tuned into the first episode and have never felt such a rollercoaster of emotions. I was terrified, confused, anxious and saddened, but overall, I was hooked.

In what ways has *The Walking Dead* affected your life?

In many ways. I find myself anxiously waiting for the next episode or comic to be released and it's also opened my eyes to the effects of a zombie apocalypse. I used to always say I'd opt out if it ever happened, but now I feel like I'm ready for battle thanks

to all the cool ways I've seen the guys in the show annihilating walkers.

What's been your favorite *Walking Dead* moment so far (comic book or TV series)?

My favorite moment from the comics would have to be when the cannibals took Dale and the moment of realization when they discovered they'd been eating infected meat.

Dark, I know, but you've got to love a bit of karma.

My favorite moment from the TV show would have to be the moment Daryl and Merle are reunited in the Governor's

to say my comic favorite is, of course, Rick Grimes. He's just a normal guy trying to do right by the group and I think we can all relate to him in many ways. He doesn't always know the answers, but he follows his heart and does what he believes is best for those he cares about and I respect him for that.

As for the TV show, it may be a mainstream opinion, but my favorite character has to be the one and only Daryl Dixon (Norman Reedus). He's come so far in terms of integrating into the group and although he's always been an outcast and stuck in the shadow of his brother, he's been a huge asset. Did I mention that he's also a badass?

How big a fan are you?

I would say I'm a huge fan, although maybe less of a fan and more of an obsessive follower. I have all the comics, the magazines, the DVDs and I've just started to collect the

Well, all of my immediate family are completely hooked thanks to me. I may have forced them to have a *Walking Dead* marathon, but now, it's safe to say they love it just as much as I do.

What's the most prized piece of *Walking Dead* merchandise you own (toy, T-shirt, game, artwork, signed photo, etc)?

Hmm, it's got to be my Daryl Dixon T-shirt that was only recently released. I wear it with pride just to let everyone know I'm a Dixon girl and always will be. I hope to one day have Reedus and [Michael] Rooker sign it; that's my dream. [Maybe you can ask them to sign your newly won Robert Kirkman-signed copy of TWDM #5 SDCC exclusive cover variant, which will be winging its way to you shortly! – ed.]

Anything else you want to say?

Just a big thank you to Robert Kirkman for creating this amazing comic book and also to the cast and crew, who never fail to blow me away with their fantastic work.

Oh, and last but not least, don't kill anybody else please. Pretty please. [Uh-oh! – ed.] I'm so emotionally attached to Team Prison, I'm not so sure I could handle any more deaths, especially not after season three. I'm a nervous wreck. •

Remember to send your answers with a photo of yourself to: walkingdeadmail@titanemail.com (Please send a large photo; too small and we can't print it.) Also please include your full name and address (don't worry, we won't print the latter), so we can send out your prize!



fighting ring. The look between them summed up their whole relationship and it was a touching and deep moment.

Who's your favorite character?

I have different favorites in the comics and the show. I have

action figures. My fiancé tells me off on many occasions for turning almost every conversation into one about *The Walking Dead*. I just love it.

How many friends have you converted into fans?



GUITAR HERO

Check out this awesome Michonne guitar up for grabs! The Rockmaster guitar, Peavey's most affordable full-size guitar, is now available with officially licensed *The Walking Dead* characters in a high gloss finish on a basswood body, providing excellent balance, playability and tone.

With a maple neck and rosewood fretboard for fast rhythm and lead playing, plus sealed tuner gears and an adjustable bridge to keep the guitar in tune longer, the Rockmaster guitar is ready to rock. Comes with cable and picks.

PLEASE NOTE:

This competition is open to US and Canadian readers only. FOR A CHANCE TO WIN THIS AMAZING PRIZE, JUST ANSWER THIS QUESTION:

Here's something to whet your rock appetites with the officially licensed *The Walking Dead* range of guitars, created by specialist electronic guitar makers Peavey Electronics, featuring illustrations by Charlie Adlard – they're ready to rock for musicians and fans alike! **This issue's contest winner will receive a highly prized 'Michonne' Peavey Rockmaster!** www.peavey.com/products/twd



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QUESTION

WHAT IS MICHONNE'S WEAPON OF CHOICE?

A. Axe B. Sword C. Screwdriver

ENTER ONLINE AT

www.titanmagazines.com/guitarhero, or send your name, address, email, age and answer to 'Guitar Hero' Competition, *The Walking Dead Magazine* #5, 2819 Rosehall Lane, Aurora IL 60503

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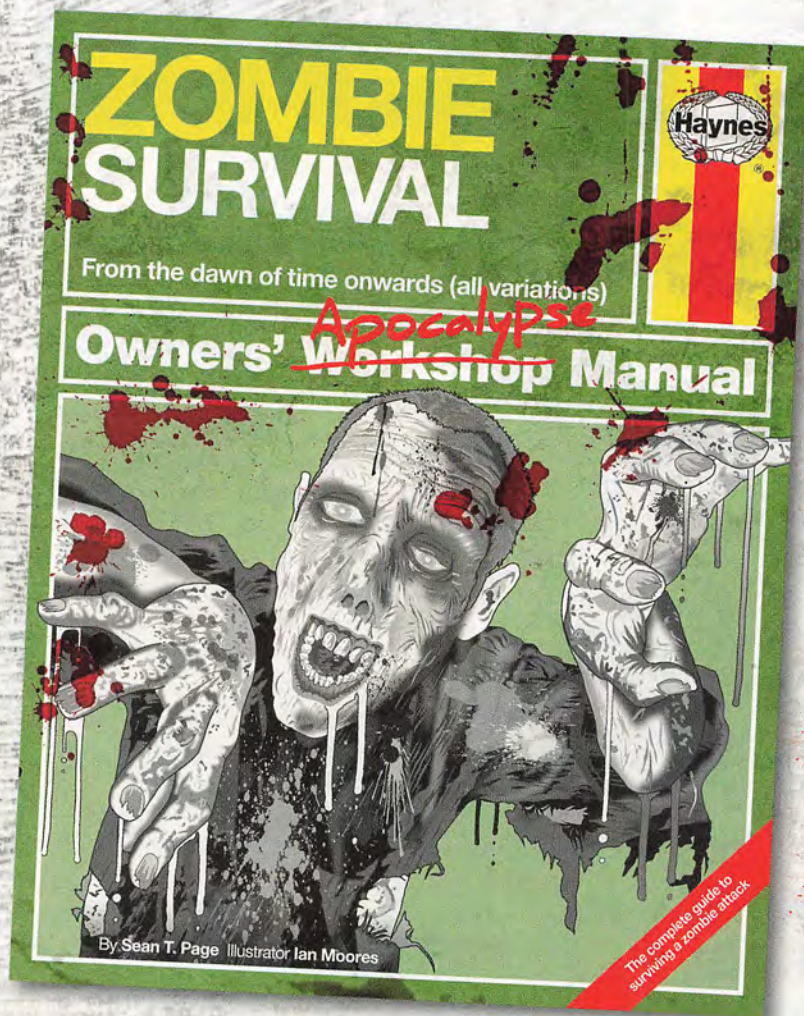
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Winners will be selected by a random drawing on or around 04/10/14 from all eligible entries received, odds of winning dependent on number of eligible entries received. Titan Publishing Group is the recognized promoter of these sweepstakes. No employee of Titan Publishing Group, AMC, Skybound, or participating companies, are allowed to enter these sweepstakes. The editor's decision is final and no correspondence will be entered into. Full T&Cs available at: www.titanmagazines.com/guitarhero

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END TRAILS

CLASH OF THE TITANS

This semi-regular 'End Trails' feature takes a closer look at the best confrontations between characters. This issue, it's Rick versus Negan in the build up to 'All Out War.' **WORDS: Dan Auty**

WHAT'S THE BEEF?

A confrontation between Rick and Negan has been brewing since issue 100, when the latter brutally murdered Glenn. Things come

to a head when Rick discovers that Negan has killed Spencer, breaking an agreement that Negan wouldn't touch any of Rick's people if they kept the Saviors in supplies.



ROUND ONE!

Rick is quick to round on Negan, demanding that he explain his actions, warning that he will not leave the Alexandria Safe-Zone alive if he refuses. The determined, steely look in Rick's eyes shows that he is not kidding — it will take more than a baseball bat with a dumb name to scare him.

ROUND TWO!

On the face of it, Negan's response is measured. He expresses indignation that Rick doesn't realize how reasonable he has been for not killing Carl when the kid shot at him. He even offers to let Rick keep their supplies as a peace offering. Is Negan going soft?

ROUND THREE!

Seeing an opportunity, Rick races to Andrea, telling her to scale the church tower with her rifle and take out Negan and

his men. As the bullets start flying, Negan's soldiers drop like flies and Rick prepares to execute his nemesis.

THE DECIDING BLOW

Unfortunately, Negan is not an idiot. A fully armed back-up team quickly disarm Rick's men, turning the advantage back to Negan.

AND THE WINNER IS...

As the issue closes, things look very, very bad for Rick. Or as Negan says in his usual eloquent manner: "You're fucking fucked, you stupid fucker."

And so the war begins...



JUDGE, JURY & EXECUTIONER

Chad
Coleman



For those familiar with HBO's crime drama *The Wire*, actor Chad Coleman cut a familiar figure when he joined AMC's *The Walking Dead* in season three's 'Made To Suffer.' Playing Tyreese, a man with a big heart and one helluva hammer swing, Coleman has been charged with bringing one of the comic book's most popular characters to life. And given what's happened to Tyreese already in season four, he's already well on the way to becoming a favorite with fans of the TV series as well. Last issue, Coleman filled us in on his path to acting and how he won the role of Tyreese, but we didn't get to learn some of the minutiae of his life, such as his taste for rice cakes and limeade. Thankfully, *TWDM*'s 'Judge, Jury & Executioner' is on hand to answer those all-important questions. **INTERVIEW:** Ian Spelling

What's your idea of perfect happiness?

Oh... Love, family and career.

What's your biggest phobia?
Fear of drowning.

Who has been the biggest influence on your life?

Hmm... biggest influence? Wow! That's a good one. I think that would be my older brother.

What's your favorite tippie/drink?
Limeade.

What do you think was your breakthrough moment?

Cutty. Playing Cutty on *The Wire*. It all started there.

What's your personal motto?

To whom much is given, much is required.

Is the glass half empty or half full?

Half full. I'm an optimist.

What's your fondest memory of working on *The Walking Dead* to date?

(Laughs) Shooting the opening scene in the first episode, in my introduction.

When was the last time you were star-struck?

Wow! That's another good one. Who was it? Oh, I'd say Danny Glover, when I met Danny Glover. I said, "I don't mean to bother you, but can I please take a picture?"

What items do you always carry with you?

My cell phone. I have to go with my cell phone.

What is the first item on your shopping list?

Hmm... Rice cakes. Quaker Oats Rice Cakes.

And what's your luxury item?

Wow! I don't have it yet, but it's a BMW 750i.

What was the last book (fact or fiction) you read, and was it any good?

That would be *Slavery By Another Name: The Re-Enslavement Of Black Americans From The Civil War To World War II*. It's by Douglas A Blackmon and it's awesome.

You wake up in an empty room with four white walls, a single light bulb and no windows or doors. What's the first thing that goes through your mind?

I've had a nervous breakdown.

When was the last time you were naked in public?

(Laughs) Whoa! That was probably 2003, in Miami.

We've gotta ask: were you at a nude beach?

There you go.

If you weren't an actor, what would you like to be?

Oh, I would be in communications. I would like to have worked in the communications field, whether it's radio or television, as an anchorperson or a radio host.

How long is a piece of string?

(Laughs) It's... long enough for me to... No, let me think. How long is a piece of string? It's endless.

How far is too far?

No such thing as 'too far.'

Pirates or Ninjas?

Ninjas.

A time machine or a space ship?

Time machine. I'm a huge fan of history. So I'd love to go back and see some of the awesome things that came before me.

Robert Kirkman – genius or madman?

Robert Kirkman? Genius! To have *The Walking Dead* comic book go for as many years as it has, and to be able to spin it off into a television show and then to play them off each other and to celebrate the comic book within the TV show, that's just genius. To have all the fans be able to follow the show and stay on the edge of their seats because of the way we're putting it together, genius.

Have you lied at all during this interview?

No! (Laughs) That was the first lie! •



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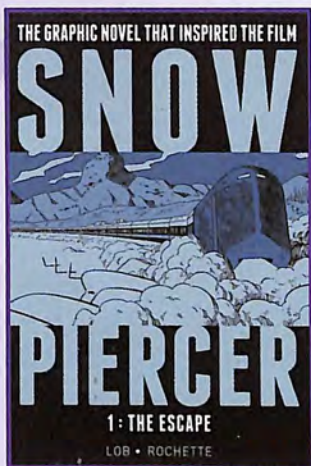
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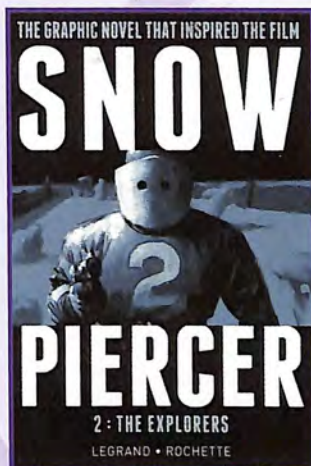
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